





PRIMA Official Game Guide

Michael Knight

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ISBN: 0-7615-5327-4 Library of Congress Catalog Card Number: 2006900314 MICHAEL KNIGHT has worked in the computer/video game industry since 1994 and has been an author with Prima Games for 10 years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit



titles such as the Tom Clancy's Rainbow Six and Hitman series. He has also authored several titles in the Star Wars universe including Star Wars Republic Commando, Star Wars Episode III: Revenge of the Sith, Star Wars Battlefront II, and Star Wars: Empire at War. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.

When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and four children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

#### Acknowledgements

The author would like to thank Rebecca Chastain and Todd Manning for helping make this book a reality.

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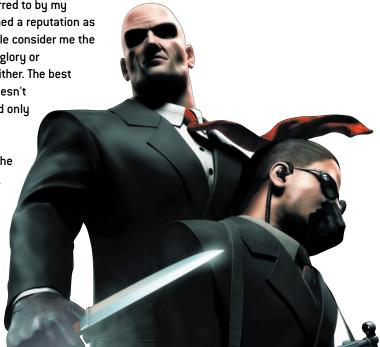
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# INTRODUCTION

My name is not important. I am often referred to by my codename-47. Over the years, I have gained a reputation as the world's deadliest assassin. Some people consider me the best, but I don't really care. I am not after glory or recognition. In fact, I would rather have neither. The best assassin, in my opinion, is the one who doesn't appear to exist-or at least one considered only an urban legend. I was created to be an assassin. I was trained to be an assassin. That is why I do it. I also like a challenge. The money is a nice bonus. However, spending money attracts attention I can't afford.

An assassin is the ultimate hunter. He hunts the ultimate game—other humans. As a result, the hunter often becomes the hunted.











# **MY MEMOIRS**

I have organized these writings into sections so they are more easily referenced by those desiring to understand assassins or follow in my footsteps. The first section, "Assassination 101," covers the basic skills and tactics I used during my career. They worked well for me and will for others as well. The "Tools of the Trade" section provides information on the weapons and items I used for my assignments.

The following section contains the stories of 13 of my favorite or most-challenging assignments. Each contains information on the targets, a list of my objectives, maps of the area, and a narrative of how I completed the hit. In addition, I have included some alternate ways I might have completed each mission to illustrate that there is rarely a single way to assassinate a person.

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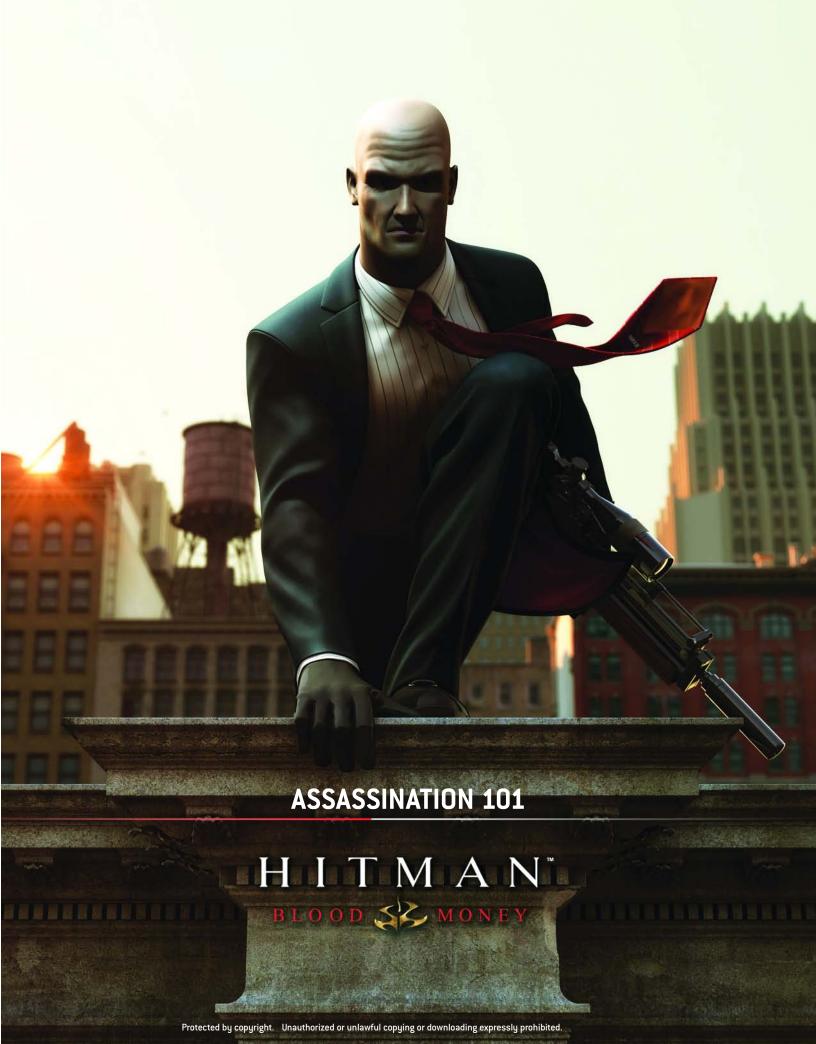
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# **ASSASSINATION 101**

People often think of an assassin as a person with a gun who kills people. To me, that is just a thug. An assassin is much more. An assassin is like an artist, with each hit a work of art. Just as a master painting is made up of individual brush strokes or a classic concerto comes to life as single notes are placed together in sequence, a masterful assassination is a result of many individual skills and abilities working in harmony, leading to the most final crescendo of all—death. While killing someone is not all that difficult, a talented assassin not only escapes from the scene, he or she is not even noticed. And for the really spectacular hits, no one may even know an assassination has taken place—it is made to look like an accident.

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# **REQUIRED SKILLS AND ABILITIES**

I have included the following so that the individual skills and abilities can be better appreciated in the overall scheme of assassination.

#### **MOVING LIKE A PROFESSIONAL**

Before I continue with the art of killing, I feel it is important to discuss the nuances of movement. There is more to this than just walking or running, and it is important to know when to use each type of movement.

#### WALKING VS. RUNNING



Walking around does not arouse suspicion like running does.

Walking is the most common way to move about an area. While you don't get anywhere quickly, you also don't attract a lot of attention. This is particularly important when using a disguise.

The human eye is attracted to motion.

It is a survival instinct. The faster the motion, the greater the chance that it will be detected. As a result, running about an area often gets you noticed. Even if people aren't looking in your direction to begin with, the extra noise created by running turns their heads. However, if subtlety is not as important as speed, or you are in a deserted area, running can quickly get you where you are going—or

 $\gg$  TIP  $\ll$ 

away from something.

When I am in a disguise, I find it best to walk. While it is a danger for people to get a long, close look at me in a disguise, it is usually worse if they become suspicious by me running past them—a suspicion that could cause them to open fire.

#### **CROUCHING AND SNEAKING**



Crouching can come in handy when hiding or during a gunfight when you need cover.

At times, I need to hide to avoid being seen by a guard or other threat. While a tall wall or dark area works great, these are often not available, and all I have is a short object. In such cases, I crouch behind said object to avoid being seen. Crouching is also a good way to take cover if someone is firing at me.

While crouched, I can also move slowly about. However, this crouched movement, which I like to call sneaking, is quieter than walking. It's great for creeping up behind targets to attack, or for silently moving past them in the dark or while their backs are turned.

#### **USE A MAP**



I like to check my map frequently so I don't get lost and can keep track of other people in the area.

It is important during a mission that I know where I am going. Before I hit the pavement, I study the area where I'll be operating. I also take a map with me, which I can refer to in the course of the mission. Nothing is worse than getting lost during a mission—it's also unprofessional.

# $\gg$ TIP $\ll$

Depending on the difficulty level of the game, the map can also show the locations of people, such as targets, threats, and civilians. It helps to know what is on the other side of a door before opening it.

#### **UP CLOSE AND PERSONAL**

Much of my trade relies on getting right next to a target or threat to attack. Some methods are completely silent while others generate some sound.

#### FIBER WIRE



Fiber wire is one of my favorites.

I pride myself on using my fiber wire. It is the tool of a good assassin. Fiber wire is completely silent—the target dies without being able to shoot at you or even sound an alert. The key is to approach your target from behind.

# >> TTP «

You can walk around with the fiber wire in your hand, and no one will be suspicious.

#### **SYRINGES**

Syringes can also be used to spike food or drinks with either poison or sedative.



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I always carry a couple syringes with me during a mission. One is filled with a sedative that knocks out a victim immediately, while the other is filled with poison. In order to use a syringe, I always approach a victim from behind and inject the syringe in the neck for faster effect. I have found that carrying syringes around in your hand, where people can see them, arouses suspicion. I keep them in my pocket until I need them.

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#### **BLADES AND OTHER WEAPONS**



Bladed weapons, such as this cleaver, are useful but messy.

Knives can be used to attack a target from all directions instead of only from behind like the fiber wire or syringes. However, using a knife allows targets to fight back since it may take several slashes or stabs until they are dead. The best way to use a knife is to sneak up behind a target and slit the throat for a silent kill.

# » TTP ≪

I have also found knives to be useful when thrown. It takes the same skill and action as tossing a coin.

There are other types of weapons and items that you can also use for attacking up close. These include swords, baseball bats, fire extinguishers, shovels, and much more. They all require more than one hit to take someone down, however.

#### **UNARMED COMBAT**



Sometimes a push is all it takes to kill a target or get rid of a guard.

At times, using my hands can be just as effective as a weapon. My attacks vary from punching people until they are unconscious, to pushing them into walls to knock them out, to shoving them over railings so they fall to their death below. I have also found it useful when an enemy pulls a weapon on me to approach and attack, disarming the enemy and allowing me to then use the weapon against him or her. However, if I want to keep it quiet, I holster the weapon and just punch out my foe.

#### **DEATH FROM AFAR**



Sniping takes some patience and a good spot from which to shoot.

Another skill that I believe is vital as an assassin is sniping. A sniper rifle can eliminate a target at long range. Because of this, I may not have to infiltrate a heavily defended area

and can more easily escape. When looking through a sniper scope, I keep the magnification low until I find my target—then I zoom in.

You may notice that the crosshairs of the scope move up and down, especially right after putting the scope to your eye or moving the rifle. The motion decreases a bit over time and even more when crouched. I try to center the crosshairs so that, at its highest point, it is on the target's head. Then if I fire a bit early or late, I get the body even if I miss the headshot.

# $\gg$ TIP $\ll$

To determine whether a spot is a good sniper site, I make sure that no one can see me fire the rifle from that position. After taking a shot, I can ditch the rifle or put it back in my case if I have time, then escape. If I am in disguise, I can move right past guards, since they do not know who to look for.

#### THE QUICK DRAW



Sometimes I have to shoot it out—and the more firepower I have the better. If possible, I grab someone to use as a human shield. It's great when taking on several enemies at once. They won't shoot me, but I can shoot them.

In order to move about without being shot at, I always keep my pistols holstered—but ready to draw when needed. If I feel I might need my pistol, I select it from my inventory, then holster it. Then I can quickly pull out that weapon when I am in trouble. I can also quick draw some submachine guns if they are concealable. However, I prefer my silverballers with a silencer. Though they do not pack the punch of a submachine gun, I can fire at the head for a single-shot kill. Or if I don't have time to aim during a fight, I just point at the body and fire several times. I have practiced enough so that I can draw my pistol and take out an armed guard before he can get off a shot or yell for help.

# $\gg$ TIP $\ll$

I rarely, if ever, start a mission with a shotgun or rifle—with the exception of my sniper rifle in its case—since these weapons can't be concealed. Besides, if I need them I can always take them from an enemy. Such weapons are best used while making an escape when my cover has been blown, since I care more about surviving than making noise.

#### DISGUISES



Knocking out people is a good way to take their clothes for a disguise.

I have found that if I have to shoot my way through a mission, I have already lost—even if I take out the target and escape. Since in most missions I am outnumbered and outgunned, I try to avoid gun fights and instead use disguises to get where I want to go. In order to obtain a disguise, I usually have to knock out or kill people and take their clothes, unless I can find a suit lying around. It is important that I hide the bodies of the people from whom I take disguises. Otherwise, if they are found, the enemy knows what type of clothing to look for. Even while in a disguise, I try to be careful not to get too close to others or spend too much time around them. After a while, people can usually see through a disguise—then they start shooting.

# $\gg$ TIP $\ll$

I can pick up a disguise from almost any male character during a mission. The only exceptions, usually, are the targets of a hit, since these are distinct individuals and others will immediately recognize an imposter. ASSASSINATION

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#### **USING THE SURROUNDINGS**



Drainpipes and trellises allow me to get up or down and avoid guards or locked doors.

as much as possible. They can often offer opportunities for completing my objectives. For example, a railing next to a long drop can be ideal for pushing someone over. On the other hand, a chandelier can come crashing down on a target—with a little help from a remote bomb. Some items, such as propane tanks or barbeques, can be sabotaged. Of course, I always like to spike drinks with poison, sedative, or other additives. In addition, I find things like drainpipes can get me past guarded staircases to different levels, closets are great for hiding in, balconies can be jumped, and containers can hide bodies.

When I am on a mission, I like to try to use my surroundings



In order to determine how I can use the environment to my benefit, I watch what the people in the area do—what they drink, where they walk, and what items they use.

# **COMPLETING THE ASSIGNMENT**

No matter what the assignment, there are always five steps I follow to complete my objectives successfully.

#### BRIEFING



Notes on the targets give me ideas on how to make the hit.

Almost all missions begin with a briefing. Here, Diana at the Agency provides with me a list of the objectives I must complete to get paid. By reading the briefings carefully, especially the information on the targets, I often find clues about how to make the hit.

#### **RECON**



Bartenders can often tell me things that are useful during a mission.

Whenever I start a mission, I take some time to walk around and observe. I see where the guards are located and what areas they patrol. I notice what types of disguises can get me into various areas. I also look for things that I can use, such as items or even the environment. I also try to talk to people to see if I can learn anything. Bartenders and people at reception or registration desks can be very helpful when I approach them politely—meaning without threatening to kill them.

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### $\gg$ TIP $\ll$

Binoculars are great for scouting out a situation from a distance. I use them when I can't get into an area and want to check it out first.

#### **INFILTRATION**



In order to get into a location, I have used some disguises that I would rather forget—but they worked.

If the Agency contacts me with a mission, it is because the target is hard to kill. I am not cheap, and if someone can do it cheaper, they don't ask for me. The main reason a target is difficult to take out is usually because he or she is heavily guarded. Therefore, I have to infiltrate the target's location by either sneaking past guards or using disguises.



If I have to go through a metal detector or weapons search to enter a location, I always hide my pistol somewhere I can retrieve it later.

#### THE HIT



The actual hit is not always as exciting as setting it up. I also try to clean up afterward.

The main part of the mission is the hit. There is often more than one way I can take out a target. Since I have a reputation to keep, and I like to mix things up to make it harder for investigators to determine a modus operandi for me, I look for creative ways to kill the target. Whether I use a silenced pistol, sniper rifle, poisoned food, or falling piano, the result is always the same. The target dies.

#### **ESCAPE**

Some means of escape are better than others.

After I make a hit, the guards are often very suspicious and can be hostile if my cover is blown



during the killing. No matter whether I have a disguise or not, I always try to get away from the scene as quickly as possible. Each mission has a specific exit point, where I have some means of escape waiting. I make it a point to know where the exit is and how I will get there after the hit.

# $\gg$ TIP $\ll$

Planning my escape is just as important as planning the infiltration and the hit. A dead hitman does not get rich.

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# **REFLECTIONS AFTER THE MISSION**



I try to avoid leaving bodies lying around—especially if I have taken their clothes.

Once a mission is complete, I take some time to reflect on my performance. Did I make any unnecessary kills? Could I have knocked out a guard instead of killing him? Were innocents killed? My best jobs are those where the only people who die are the targets.

The second thing I like to avoid: witnesses. Therefore, when entering a secure area or changing into a disguise, I make sure the area is clear first. In addition, I like to clean up after myself. I hide bodies of the people I've killed or knocked out, since their discovery before I escape can lead to problems. Along with cleaning up, I also look out for cameras, and if one has captured my image, I try to find the tape recorder and steal the tape to remove any evidence of my presence.

The reason I try to keep my missions clean is notoriety. Not only does an assassin like myself find being in the news unprofessional, it also makes future assignments more difficult, since guards will be on the lookout for me.



Whenever possible, I like to change back into my designer suit before leaving. It is expensive to replace.



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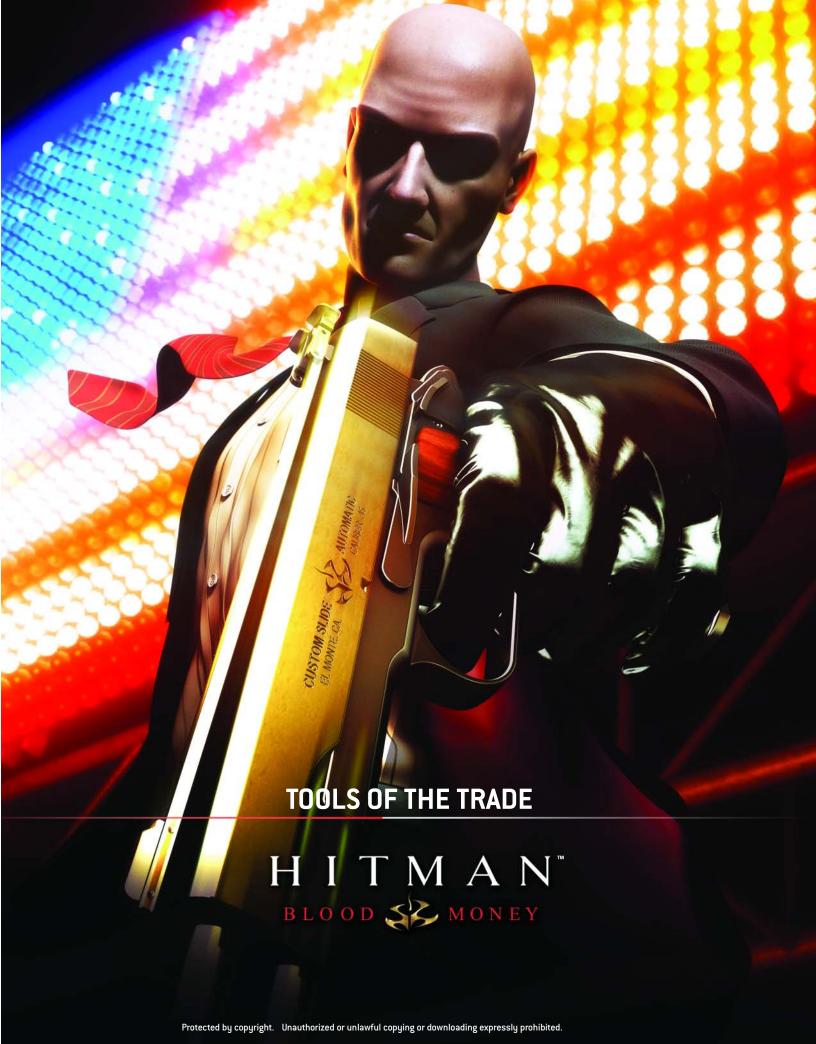
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# **TOOLS OF THE TRADE**

As an assassin, I deal in death. Like any professional, I equip myself with special tools to help me complete my assignments.

# **CUSTOM WEAPONS**

# ASSASSINATION

#### TOOLS OF THE TRADE

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SILVERBALLER



This is my trademark pistol, and I take it on nearly every assignment. The silverballer is a deluxe version of a service pistol and packs a punch. I usually use low-velocity ammo, as well as a silencer, with this pistol so I have a weapon I can use without alerting everyone in the area.

#### **STATS**

Аммо: .45 caliber **CAPACITY: 18 rounds** 

LENGTH: 216 mm

WEIGHT: 1,076 g CONCEALABLE: Yes

TWO-HANDED: No

#### **UPGRADES**

#### LOW-VELOCITY AMMO

DESCRIPTION: More silent, less recoil; excludes: other ammo COST: \$25,000

#### SILENCER TYPE 1

DESCRIPTION: Medium silenced; excludes: silencer type 2, magnum ammo, and long slide COST: \$25,000

#### LASER SIGHT

DESCRIPTION: Laser aim, medium precision

COST: \$50,000

#### **RAIL MOUNT**

DESCRIPTION: For scopes

COST: \$50,000

#### **DUAL ACTION**

DESCRIPTION: Two guns, twice the fun, more recoil COST: \$75,000

#### LONG SLIDE

DESCRIPTION: Better precision, less recoil; excludes: silencer

COST: \$75,000

MAGNUM AMMO

DESCRIPTION: Penetrates doors, more recoil; excludes: silencers and other ammo COST: \$75.000

#### LARGE CLIP

DESCRIPTION: More bullets, double capacity COST: \$100,000

#### **RED DOT SIGHT**

DESCRIPTION: Small zoom, high precision, requires rail mount; excludes: scope COST: \$100,000

#### **FULL AUTO**

DESCRIPTION: High rate of fire, requires large clip, more recoil COST: \$150,000

#### SILENCER TYPE 2

DESCRIPTION: Max silenced; excludes: silencer type 1, magnum ammo, long slide COST: \$150,000

#### SCOPE TYPE 1

DESCRIPTION: Medium zoom, extreme precision, requires rail mount; excludes: red dot sight COST: \$150,000

#### SP12 SHOTGUN



This automatic combat shotgun can be very useful-especially with all of its customizations. The only downside is that it can't be concealed. However, when I take on a mission, I leave it in one of the Agency containers, where I can pick it up as needed. The SP12 is effective only at short range, but it can quickly clear a room. I sometimes refer to this weapon as my "room broom," since it can quickly sweep a room clean of enemies.

#### **STATS**

AMMO: 12 gauge

**CAPACITY: 6 shells** 

**LENGTH: 1,014 mm** 

WEIGHT: 4,400 g

**CONCEALABLE: No** 

Two-Handed: Yes

#### **UPGRADES**

DESCRIPTION: More precise, less recoil COST: \$25.000

#### **FLECHETTE AMMO**

DESCRIPTION: 18 dart slugs, less damage, high precision; excludes: other ammo COST: \$25,000

#### 12-GAUGE SLUGS

DESCRIPTION: Max damage; excludes: silencer and other ammo

COST: \$50,000

#### **EXTRA AMMO**

DESCRIPTION: Two extra rounds COST: \$50,000

#### RELOAD BOOST

DESCRIPTION: Mounted shells, fast reload time COST: \$50.000

#### **RAIL MOUNT**

DESCRIPTION: For red dot sight COST: \$75,000

#### SHORT BARREL

DESCRIPTION: More damage, less precise; excludes: silencer COST: \$75.000

DESCRIPTION: Laser aim, medium precision; excludes: red dot sight COST: \$100,000

#### MAGAZINE

DESCRIPTION: Four extra slugs, high rate of fire COST: \$100,000

#### **RED DOT SIGHT**

DESCRIPTION: Max precision, requires rail mount COST: \$150,000

#### SILENCER TYPE 1

DESCRIPTION: Medium silenced; excludes: short barrel, custom ammo, flechette COST: \$150,000

#### **SMG TACTICAL**



This is a great weapon when I need a little extra firepower. As with my silverballers, I often take along the lowvelocity ammo and a silencer for stealthy use. However, if I feel I might have to shoot my way out of trouble, I go for the extra ammo, double clip, and the ACP ammo. Since the SMG tactical is also concealable, it is great as a backup weapon as long as I don't have to get through a metal detector.

#### **STATS**

Аммо: 9 mm SMG ammo

CAPACITY: 25 rounds

LENGTH: 550 mm

WEIGHT: 2,880 g

**CONCEALABLE: Yes** 

Two-Handed: Yes

#### **UPGRADES**

#### **BUTT STOCK 1**

DESCRIPTION: Less recoil, more precise

COST: \$25,000

#### LOW-VELOCITY AMMO

DESCRIPTION: Less sound, less recoil; excludes:

other ammo COST: \$25,000

#### 45 ACP AMMO

DESCRIPTION: Penetrates doors, more recoil; excludes: other ammo, silencer

COST: \$50,000

#### EXTRA AMMO

DESCRIPTION: One extra clip

COST: \$50,000

#### **RAIL MOUNT**

DESCRIPTION: For red dot sight

COST: \$50,000

#### RAPID FIRE

DESCRIPTION: Extreme rate of fire, more recoil

COST: \$75,000

#### SHORT BARREL

DESCRIPTION: More damage, less precise

COST: \$75,000

#### SILENCER TYPE 1

DESCRIPTION: Medium silent, less damage; excludes: silencer type 2, ACP ammo

COST: \$75,000

#### **DOUBLE CLIP**

DESCRIPTION: Fast reload

COST: \$100,000

#### LASER SIGHT

DESCRIPTION: Laser aim, medium precision

COST: \$100,000

#### **RED DOT SIGHT**

DESCRIPTION: Small zoom, high precision, requires rail mount

COST: \$150,000

#### SILENCER TYPE 2

DESCRIPTION: Max silenced, less damage; excludes: ACP ammo, silencer type 1

COST: \$150.000

#### **M4**



I rarely take along the M4 assault rifle. Since it can't be concealed, I usually have it placed in an Agency container prior to my mission for pickup later when I need it. With several of the upgrades, the M4 can be a very formidable weapon if I want to take out all opposition during a mission.

#### **STATS**

Аммо: 5.56 mm rifle ammo

**CAPACITY: 30** 

LENGTH: 838 mm

WEIGHT: 3,000 g

CONCEALABLE: No

Two-Handed: Yes

#### **UPGRADES**

#### **BUTT STOCK**

DESCRIPTION: Lightweight butt stock, less recoil, more precise

COST: \$25,000

#### LOW-VELOCITY AMMO

DESCRIPTION: Less recoil, more silent; excludes:

other ammo

COST: \$25,000

#### R.I.S. HANDGUARD

DESCRIPTION: Special handguard, required

to upgrade

COST: \$25,000

#### ARMOR PIERCING AMMO

DESCRIPTION: Penetrates doors, more damage;

excludes: silencer, other ammo

COST: \$50,000

#### EXTRA AMMO

DESCRIPTION: One extra clip

COST: \$50,000

DESCRIPTION: Laser aim, medium precise

COST: \$50,000

#### RAIL MOUNT

DESCRIPTION: Required to mount scopes

COST: \$50,000

#### PISTOL GRIP

DESCRIPTION: Extra support, more steady, requires handguard

COST: \$75,000

#### SILENCER TYPE 1

DESCRIPTION: Medium silenced; excludes: AP

ammo, silencer type 2

COST: \$75,000

#### **DOUBLE CLIP**

DESCRIPTION: Two clips, less reload time; excludes: drum magazine

COST: \$100.000

DESCRIPTION: Small zoom, high precision, requires rail mount; excludes: scope COST: \$100.000

#### DRUM MAGAZINE

DESCRIPTION: 100 rounds, large recoil; excludes: double clip

COST: \$150,000

#### SILENCER TYPE 2

DESCRIPTION: Max silenced; excludes: silencer type 1, AP ammo, long slide

COST: \$150,000

#### W2000 SNIPER



This is one of the best sniper rifles I have found, and I have had this one custom built to my standards. As a result, the handgrip and even the trigger pull are customized to my hands and style of shooting. When taking this on a mission, I always carry it disassembled in a case so I can move about without causing suspicion. The standard case will not get the rifle through a security checkpoint. However, I can purchase a foil-lined case for such needs. The upgrades available for this sniper rifle allow me to focus on accuracy, stealth, or even a fast rate of fire as the mission may require.

#### **STATS**

Аммо: .300 caliber rifle ammo

CAPACITY: 6

LENGTH: 905 mm

WEIGHT: 6,950 g

CONCEALABLE: No

Two-Handed: Yes

ASSASSINATION

TOOLS OF THE TRADE

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#### **UPGRADES**

#### **DOUBLE CAPACITY CLIP**

DESCRIPTION: High rate of fire; excludes: bolt action, lightweight frame

COST: \$25.000

#### LOW-VELOCITY AMMO

DESCRIPTION: More silent, less recoil; excludes: other ammo

COST: \$25.000

#### **EXTRA AMMO**

DESCRIPTION: One extra clip

COST: \$50,000

**SCOPE TYPE 1** 

ASSASSINATION

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DESCRIPTION: Medium zoom, high precision; excludes: other scopes

COST: \$50,000

#### ARMOR PIERCING AMMO

DESCRIPTION: Penetrates doors, more recoil; excludes: other ammo COST: \$75.000

#### LIGHTWEIGHT FRAME

DESCRIPTION: Lightweight parts; excludes: clip COST: \$75,000

#### SILENCER TYPE 1

DESCRIPTION: Medium silenced, less damage; excludes: silencer type 2 COST: \$75,000

#### **BOLT ACTION**

DESCRIPTION: High precision, requires light frame; excludes: clip COST: \$100,000

#### CARBON-FIBER BARREL

DESCRIPTION: Less recoil, high precision COST: \$100,000

#### **SILENCER TYPE 2**

DESCRIPTION: Max silenced, less damage; excludes: silencer type 1 COST: \$100,000

#### SCOPE TYPE 2

DESCRIPTION: Max zoom, extremely precise; excludes: other scopes COST: \$150,000

# STANDARD EQUIPMENT

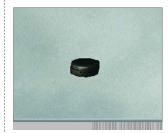
In addition to the various firearms I may take with me during a mission, I always carry along the following items. None of them can be detected during a weapons search or while passing through a metal detector.

#### FIBER WIRE



This is one of the trademark weapons of an assassin and is used to efficiently and silently strangle a victim. The only requirement for this weapon is that I must sneak up on the unsuspecting target from behind. Not only is this weapon silent, it also leaves no blood-and the victim, once in my grasp, can't make any noise or fight back. Furthermore, the fiber wire is easy to conceal and can even be carried in the open without arousing suspicion.

#### REMOTE BOMB AND **DETONATOR**





Remote bombs are great for taking out targets. They can be placed in a variety of spots, such as on desks or even in objects. The blast radius is fairly small, so the target must be nearby if you want a kill. However, these bombs can also be placed on winches and, once detonated, cause whatever the winch is holding up to come crashing down. Bombs can also be used as a diversion by placing them in areas where detonating them lures guards away from their posts or patrol areas. Once placed, remote bombs can be

triggered using a remote detonator. I can carry the detonator in my hand without arousing suspicion though it has a fairly short range, requiring me to be nearby. I like to experiment with remote bombs since I can use them for hits, and nobody gets suspicious of me when I detonate them.

#### **SYRINGES**



I carry two syringes with me for all my missions. One is filled with fast-acting poison and the other contains a sedative. While I must be careful to keep the syringes hidden, I can use them just like the fiber wire and approach a victim from behind. In addition, either poison or sedative may be injected into drinks or food for the same effect as injecting the victim. The

advantage of using a sedative for guards and other nontargets is that I do not have to kill unnecessary people. In addition, victims can be roused back to consciousness so that others think they passed out or fainted and don't suspect foul play. Each syringe only contains two doses, so I have to be careful and use them wisely during a mission.

#### **BINOCULARS**



Binoculars come in handy when doing reconnaissance for a mission. They are great for observing targets, guards, and security devices (such as cameras) from a distance. I also use them to check out perches for sniping so that I can check fields of fire without having to get out a sniper rifle and possibly arouse suspicion.

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#### COIN



I always keep some change in my pocket. It is not for pay phones or tolls, but for distractions. I often find that a carefully thrown coin can turn a guard's head or even cause him to leave his post to see what caused the noise. That can give me a chance to get past the guard or even to pick a lock and move through a doorway without being caught.

#### **UPGRADES TO THE STANDARD EQUIPMENT**

7X50 ZOOM BINOCULARS DESCRIPTION: Incremental zoom, better vision, distance counter	COST: \$25,000
PAIN KILLERS DESCRIPTION: Small health boost	COST: \$25,000
IMPROVED LOCK PICK DESCRIPTION: 25 percent faster lock picking	COST: \$50,000
KEVLAR VEST DESCRIPTION: Soaks 15 percent hit pipnts, lost at new outfit	COST: \$50,000
ADRENALINE DESCRIPTION: A health boost	COST: \$75,000
ENHANCED BOMB REMOTE  DESCRIPTION: Long range bomb remote	COST: \$75,000
FLAK VEST DESCRIPTION: Soaks 35 percent hit points, lost at new outfit	COST: \$75,000
CRATT SCHULTZ LOCK PICK DESCRIPTION: 50 percent faster lock picking	COST: \$100,000
EXTRA BOMB DESCRIPTION: An extra bomb	COST: \$100,000
FOIL PADDED SAFE SUITCASE DESCRIPTION: Non-detectable, for custom sniper rifle	COST: \$100,000

# **STANDARD WEAPONS**

DESCRIPTION: Soaks 35 percent hit points, fits all outfits

In addition to my custom weapons and standard equipment, I like to collect different weapons I find during a mission. Some of these are just lying around, while others I take from guards or people I kill or incapacitate. Most of these weapons have limited ammunition—though I can usually pick up more from guard posts or other guards I neutralize.

#### **PISTOLS**

In each mission, there are usually lots of pistols around since this is the most common weapon carried by security guards or police. Pistols have a short range but are easily concealed. The following are the pistols I have collected during my assignments.

#### **BULL** .480



#### Аммо: Bull ammo

LENGTH: 356 mm

**FLEXIBLE KEVLAR VEST** 

**W**EIGHT: **1,959 g** 

This pistol has some stopping power, but it can be tough to find ammo for it during a mission.

#### **CUSTOM 1911**



Аммо: magnum ammo

LENGTH: 216 mm

WEIGHT: 1,080 g

This pistol is similar to my silverballer, and I picked it up off of another assassin.

#### **DESERT EAGLE**



Аммо: magnum ammo

COST: \$150,000

LENGTH: 260 mm

WEIGHT: 1,715 g

Whenever I find a desert eagle during a mission, I always pick it up, along with any ammo I can find. It is a very powerful pistol and causes a lot of damage to a target.

#### SIX SHOOTER



ASSASSINATION 101

> TOOLS OF The trade

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PRIMA OFFICIAL GAME GUIDE



Аммо: pistol ammo

LENGTH: 230 mm WEIGHT: 1,200 g

Single-action pistols are not really my thing. However, guards in the south tend to carry these more as a symbol than a weapon.

#### **SLP.40**



AMMO: .45 caliber ACP ammo LENGTH: 194 mm

**WEIGHT: 720 g** 

I have found the SLP .40 to be one of the most commonly used pistols by police and security guards during my assignments. While it's not a great pistol, there is usually a lot of ammo available for it during a mission. I also picked up a silenced version of one of these pistols during a hit.

#### **SNUB NOSE**



Аммо: pistol ammo Length: 175 mm

**WEIGHT: 700 g** 

The snub nose's short barrel makes this pistol inaccurate at all but close range. Some people like it for its small size, but I prefer something more useful.

#### WWI PISTOL



**А**ммо: **Mauser ammo** 

LENGTH: 312 mm

WEIGHT: 1,250 g

I picked up this pistol during an assignment. While it is a decent weapon, I don't use it during missions.

#### **NAIL GUN**



Ammo: nails Length: 150 mm

**WEIGHT: 545 g** 

While this is not really a pistol, I've included the nail gun since it can be found during missions and acts like a pistol. It is also fairly quiet and doesn't bring guards running when it is fired.

#### **SUBMACHINE GUNS**

Submachine guns are often carried by bodyguards and government agents. They are a lot more dangerous than pistols due to their rapid rate of fire. As such, I always pick these up, along with ammo, when I find them during a mission. After all, they can come in

handy if things go wrong and I have to shoot my way out. All submachine guns are concealable, which allows me to carry firepower without arousing suspicion.

#### MP5



AMMO: SMG ammo LENGTH: 680 mm

WEIGHT: 2,540 g

This submachine gun is commonly carried by special forces units and is one of the better submachine guns in terms of firepower and accuracy.

#### MP7



AMMO: SMG ammo LENGTH: 340 mm WEIGHT: 1,500 g

This submachine gun is not much larger than a pistol, and I dislike its accuracy. However, at short range, it can quickly take down a threat.

#### MP9



This is another small submachine gun, but with a bit more accuracy than the MP7.

#### SAF



Aммо: SMG ammo Length: 700 mm Weight: 2,540 g

I consider the SAF a weapon that bridges the gap between submachine guns and assault rifles. However, since it is concealable, I classify it with the submachine guns.

#### STEYR TMP



Аммо: SMG ammo Length: 282 mm Weight: 1,300 g

The TMP is the smallest of the submachine guns and is, in my opinion, merely a pistol that fires fast. It is best used at close range.

#### **SHOTGUNS**

I rarely use shotguns. They are often noisy and are only effective at close range. Furthermore, unlike submachine guns, shotguns can't be concealed and often don't have much available ammo. However, if I have to take one from a guard coming at me, I will use it and then quickly get rid of it.

#### 12-GAUGE SHOTGUN



AMMO: shotgun ammo
LENGTH: 1,130 mm
WEIGHT: 3,500 g

This shotgun is carried by lower-level guards. I especially dislike it because it can only have two rounds in the choke, requiring a lot of reloading during a firefight.

#### **RIFLES**

Rifles pack a lot of firepower and are great during a firefight. However, they can't be concealed, so they would bring all guards and police toward me with weapons drawn if I were to ever carry them out in the open. I take note of where I can find rifles during a mission just in case I need them to make my escape. When collecting rifles during a mission, I place them in Agency containers to be picked up later so that I don't have to walk around with them.

#### **AIR RIFLE**



Аммо: tranquilizer darts Length: 1,066 mm Weight: 2,721 g

I found this weapon in a child's tree house. While it can't kill someone, it is great for shooting a tranquilizer dart to knock out a guard or dog.

#### FN-2000



Aммо: rifle ammo Length: 694 mm Weight: 3,600 g

This is one of the more modern assault rifles and combines accuracy with a high rate of fire.

#### M14



Аммо: rifle ammo Length: 1,120 mm Weight: 5,100 g

This US military rifle has a semiautomatic rate of fire and is comparable to the Mark III. However, I don't find this type of weapon very useful during a mission unless I need a rifle that I can carry while in the appropriate disguise.

#### SG552



Aммо: rifle ammo LENGTH: 730 mm WEIGHT: 3,000 g

This assault rifle is often used by commandos and, as such, I like to pick one of these up when I find it. It is great for clearing a path to my escape route when my cover has been blown.

ASSASSINATION

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#### **SNIPER RIFLES**

Sniper rifles are great for taking out targets at long range. While my custom W2000 is my preferred sniper rifle, at times I have picked another type up during a mission and found a use for it. All sniper rifles come equipped with a scope.

#### **DRAGUNOV SVD**



**A**MMO: sniper rifle ammo

**LENGTH: 1,225 mm** WEIGHT: 4,310 g

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This was the standard Eastern Bloc sniper rifle during the Cold War and is

still used around the world today.

#### **ELEPHANT RIFLE**



**AMMO: sniper rifle ammo** 

LENGTH: 1,117 mm WEIGHT: 3,810 g

If a gun is designed to kill an elephant, I know that it will have no trouble with a human target.

#### **KAZO TRG**



Аммо: sniper rifle ammo

LENGTH: 1,200 mm

WEIGHT: 5,100 g

This was another sniper rifle I picked up during a mission. It was carried by one of my targets.

#### **CLOSE-COMBAT WEAPONS**

At times, I have found it useful to attack a guard or target up close for a quiet takedown. Close-combat weapons include bladed weapons and common items that can be used as weapons.

#### **BASEBALL BAT**



A Slugger baseball bat—it's the perfect hit.

#### **CANE SWORD**



This smooth-looking cane hides a sharp sword, which turns the wielder into a vicious attacker in the blink of an eye.

#### FIRE EXTINGUISHER



Emergency use only—it can also be used to knock down people.

#### **HAMMER**



This carbon steel hammer has a rubber grip for perfect handling when things get messy.

#### **HEDGE CUTTER**



Primarily used for shaping the hedges, the scissor-like blades are extremely sharp and can be deadly.

#### KITCHEN KNIFE



This high-quality stainless steel kitchen knife is excellent for deep cuts.

#### MEAT CLEAVER



This is useful for cutting all types of meat.

#### **SCREWDRIVER**



Primarily used for screws, it can also be used as a stabbing weapon.

#### SHOVEL



Use this to dig a hole or smack a bad guy.

#### **STILETTO**



The Solingen 420 has a stainless steel blade with stag horn grip.

#### STUN GUN



When you press the stun gun against an attacker and hold the trigger, electricity is dumped into the nervous system. This results in a temporary knockout.

TOOLS OF THE TRADE

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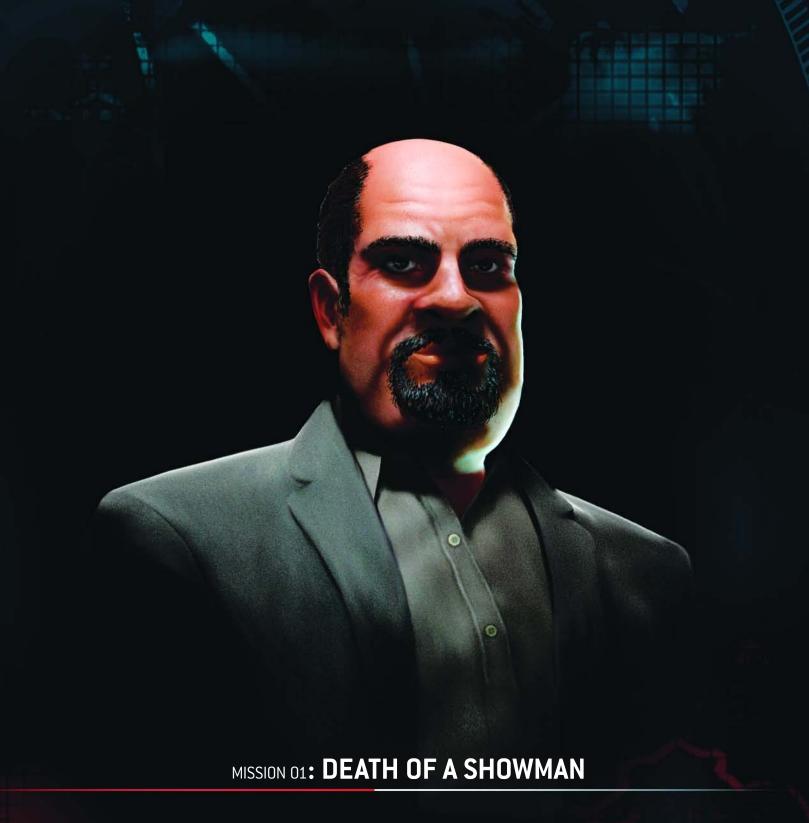
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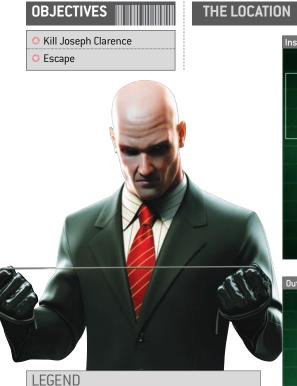




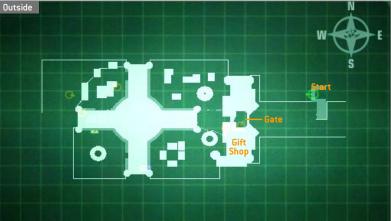
# HITMAN" BLOOD & MONEY

# MISSION 01: DEATH OF A SHOWMAN

# THE TRAINING MISSION







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Yellow text: "Alternatives" Items

Target

**Guns** 

Melee Weapons

# **MAKING THE HIT**

One of my earlier missions can serve as training for prospective assassins. The mission was very straightforward and provides a glimpse to the various parts of a mission. It also illustrates many of the skills and tools I used during the course of a mission.



This first mission was a tutorial. Unlike other missions, this one was very linear, and I had step-by-step instructions. Even if you are a pro, be sure to pay close attention to the objectives and read the instructions provided. There are new features and types of actions, which are illustrated within this mission.



After climbing onto the pier, I made my way toward the abandoned amusement park.

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Since the gate was locked, I waited until a guard approached. He was not very polite, so I left him lying on the ground as I entered the park.



The fiber wire was one of my most useful weapons. I approached the target from behind in order to use it.



Looking through keyholes was a good way to see what was in the room on the other side of a door.



Not wanting to leave bodies around to be discovered, I hid the two gangsters in the containers inside the room.

There was a knife stuck into the door of the closet where I killed the two thugs. I pulled it out, then was able to use it on the chemist. I could have also used the fiber wire.





I have found that hiding a weapon in a container such as the crate of baking soda is a great way to get past a weapons search.

While standing on top of the elevator car, I reached down and used the fiber wire to strangle the thug below. I then pulled his body up and out of the car.



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PRIMA OFFICIAL GAME GUI

To take a human shield, I pulled out a pistol and approached the thug from behind. I then used him to keep his friends from shooting at me while I gunned them down. After knocking out my shield, I returned to the restroom to pick up the TMP submachine gun and add it to my collection.



The key to sniping was lining up the target with the center of the sights. A good sniper limits the motion of the gun to only up and down, which at high zoom can seem like a lot of movement. Therefore, once the target was pinpointed, I waited until the center of the scope was right over the target's head or chest, then fired.



In order to save time, I pushed the enemy over the railing rather than killing them with the fiber wire. The fall killed him and I was rid of a body, all in one quick movement.

After poisoning the secretary's drink, I hid in the closet behind the desk to watch what happened when she took a sip.





Once the Swing King was on the floor, groveling for his life, I had a choice in how I could kill him. I could use the poison syringe or other items in the room, such as the baseball bat on the wall or the hammer on the side desk.



After placing the bomb on the winch, I was careful to move away from the winch before detonating the bomb. Even though the chandelier did the killing, anyone who was near the bomb was also killed or severely injured from the blast.



After the chandelier fell on the enemies below, I took out my TMP submachine gun and was ready to finish off any threats who might have survived. They often came running up the stairs to get me.

ASSASSINATION

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MISSION 02: A VINTAGE YEAR

# HITMAN" BLOOD MONEY

# MISSION 02: A VINTAGE YEAR

# **MISSION BRIEFING**

#### **OBJECTIVES**

- Kill Don Fernando Delgado
- Kill Manuel Delgado
- Escape the vineyard by sea plane

#### TARGET INFORMATION

DON F. DELGADO



HEIGHT: 5'10"

WEIGHT: 150 lbs

HAIR: GRAYING

AGE: 68

This retired colonel working for Chile's feared intelligence service is considered a well-respected and highly successful wine producer, even though this is just a cover for his true business of drug trafficking. To promote this year's fine line of Chilean red wine, he has persuaded the American movie actor Rex Stanton to endorse it. His agent is one of Delgado's main customers and is well-connected in Tinsel Town, where the drug trade is booming.

#### MANUEL DELGADO

HEIGHT: 6'0"

WEIGHT: 186 lbs

HAIR: BLACK

AGE: **37** 

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The eldest son of Fernando Xalvador Delgado, he tries to live up to his father's reputation and aspirations. He wishes nothing more than to walk in the footsteps of his beloved papa. But he has already broken the number one rule—never use the stuff yourself. He has no formal education and spends most of his time water skiing, playing tennis, or downloading porn from the Internet. The daily cocaine high makes him unpredictable and dangerous. "Cover boxes are for sissy cowards!"

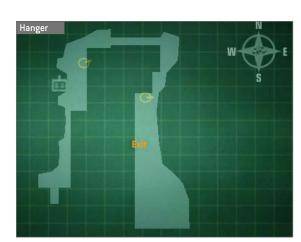
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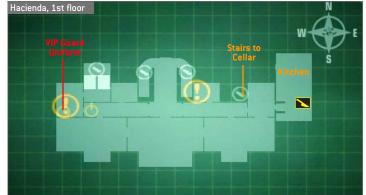
LEGEND

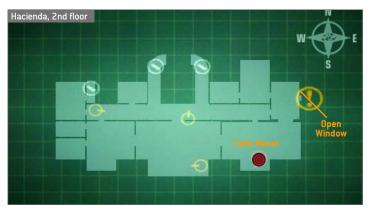
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Melee Weapons







ASSASSINATION

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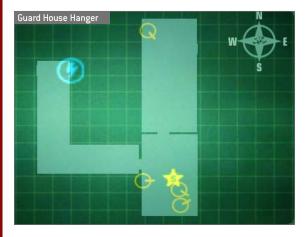
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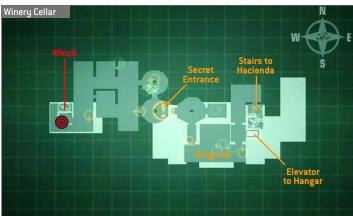
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**LEGEND** 





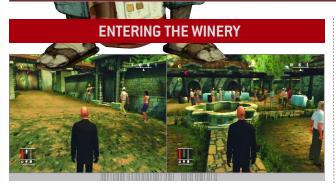
#### SUGGESTED WEAPONS AND EQUIPMENT

Standard equipment

Silverballer with silencer and low-velocity ammo

I took only my standard equipment for this mission. It required stealth, so I didn't need any additional weapons. However, in case of trouble, it's always good to have something to fall back on. Therefore, the silverballer was a good choice—especially with a silencer and low-velocity ammo. This gave me a pistol that didn't alert anyone when used.

# **MAKING THE HIT**



I followed the guests right into the Delgado compound. There were a lot of people at the party waiting for a tour of the winery. I arrived at Delgado's winery along with some other party guests to celebrate the winery's new vintage. Deciding to act as one of the guests, I followed a couple right through the front entrance. The guard next to the door didn't even give me a second look. Inside the compound, a couple dozen guests mingled around, talking to one another and sampling the hors d'oeuvres and wine located near the entrance to the winery building. To the left as I entered, I noticed a camera crew standing next to the building that contained the guard's post.

#### GUARDS

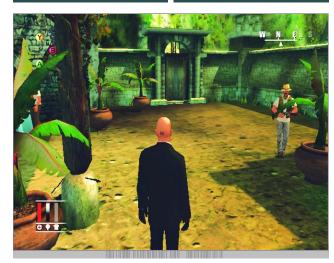
The guards were armed with 12-gauge shotguns and patroled outside the walls of the winery compound, as well as inside. With a guard's suit, I could move around everywhere except for the manor house or the drug lab.



#### WORKERS

The men with the blue aprons were the drug lab workers. While disguised as one of the workers, I could move about within the drug lab; however, there was no way I could use that outfit for inside the manor house.





This doorway was my ticket into the more secure part of the compound.

As I watched, a winery worker gathered a group of guests together and led them into the winery building for a tour. However, the tour probably wasn't going to take me where I wanted to go right then. I noticed a guard go through a door to the right side of the winery building as part of his patrol around the inside grounds. Looking through the opened door, I saw a stack of crates along one of the walls. That was my way into more secure areas. Waiting until the guard left this area and making sure no one else was looking, I quickly walked through the doorway and closed the door behind me. I immediately climbed up the crates to the top of the wall and jumped into the garden on the other side. Directly ahead was the hacienda where Don Delgado resided.



I climbed some crates to get over the wall into this garden area.

# $\gg$ TIP $\ll$

The tour of the winery provided an opportunity to scout out this part of the map without needing a disguise. I always tried to stay at the back of the group to see things I was not supposed to—such as someone opening a hidden door in a large wine barrel.

#### **DEATH IN THE MANOR HOUSE**



A quick climb up the drainpipe put me on the second floor of the hacienda.

Cautiously moving through the garden toward the hacienda, I noticed a guard to my left, asleep along the wall. Since the first floor was probably well guarded, I entered through the balcony on the second floor. After waiting to ensure no other guards were patrolling this area, and checking my satellite map to make sure it was clear, I moved to the drainpipe located to the right of the balcony. At the top, I made my way onto the balcony and then through the door into the hacienda. I quickly closed the door before someone below could spot me. Looking through the keyhole of the door to the right, I saw guards patrolling the hallway. The door on the left led to a stairway. After descending the stairs to the first floor, I came upon a locked door. Using my lock pick, I got through the door and found a guard asleep on a cot. Next to him was a suit for a VIP guard. I quickly changed into the suit and looked around the room. I picked up an SAF submachine gun



and some ammo since I could easily conceal them, but I left the shotgun.

I headed down the flight of stairs to the locked door at the bottom. ASSASSINATION

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I found a VIP guard uniform—and didn't even have to kill anyone to get it.



Hiding in the closest, I watched and waited for Don Fernando.

GUARDS VIP guards wore a military style uniform and carried submachine guns. They were the only guards allowed in the manor house and the drug lab. With one of those disguises, I could go anywhere without causing



After I climbed up another drainpipe, this open window allowed me to scramble into Don Fernando's rooms.

With my all-access disguise on, I exited the room and walked down the hall to the opposite end, all the way to the kitchen. There was a knife on the table, so I picked it upnot that I really needed it, but I like to keep my options open. I left the kitchen and the hacienda through the other door in the room and found myself next to a drainpipe. After a quick glance around to see if anyone was looking, I climbed the pipe to the second floor again and moved onto a section of the roof. An open window on the side of the hacienda led into a room on the second floor. No one was in the other room. However, a cello rested near a chair, I figured that since Don Delgado enjoyed playing the cello, he'd probably be returning to the room. Since the chair faced out the doorway onto a balcony, I hid in the closet along the opposite wall and waited.



Don Fernando was so focused on his cello that I snuck up behind him without any trouble.

Before long, the target entered the room. Peering through a crack, I watched Don Delgado look around, then take a seat and begin playing the cello. I slipped quietly from the closet and crept up behind the drug lord. Though the poison syringe would work, I used the fiber wire to complete my first objective. Then I picked up his snub-nosed pistol for my collection. Finally, I dragged the body onto the balcony and threw it over the rail to get rid of it. One down and one more to go.

I threw the body over the rail of the balcony so anyone entering his room wouldn't find him dead.



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I could go straight from the hacienda to the drug lab via the stairs near the kitchen.

In order to remain unseen, I left through the open window and shimmied down the drainpipe, returning to the kitchen in the hacienda. Moving into the next room, I went through the door on the right and descended several flights of stairs to the drug lab. The elevator leading down to the sea plane was located along the left wall. I'd be returning here to make my escape once the second objective was complete.

#### LIKE FATHER, LIKE SON



I made my way through the drug lab and on to the winery.



Winches beg for a remote bomb to be planted on them.

Manuel Delgado oversees the day-to-day operations of the business, so I expected to find him somewhere around the

drug lab. However, as I advanced through the lab, all I found were workers and VIP guards. Continuing through the secret entrance to the lab, I headed through the winery and took the stairs up to the door leading into the courtyard. A single guard was standing near the door. Though not worried about him, I noticed a winch anchoring a suspended load of barrels. Considering what an impact I could make, I planted a remote bomb on the winch before opening the door to exit the winery.



When Manuel moved under the load of barrels, I detonated the bomb. He was definitely dead.

As luck would have it, Manuel and his bodyguard were just entering the winery. I followed them at a discreet distance to see where they went. They stopped under a load of barrels. However, since the tour group was walking past, I waited on detonating the remote bomb for the moment. Manuel continued into a side room, where he stopped at a table to do some lines of cocaine. His bodyguard stayed right beside him, so I had no opportunity to kill him without being seen. Eventually, they headed back toward the stairs. Manuel stopped once again under the load of barrels. I quickly pulled out the controller and detonated the remote bomb on the winch. The bomb blew out the winch, taking out the nearby guard as well. While the bodyguard moved out of the way, Manuel was not so lucky.

#### **FLY AWAY**



The workers often used the elevator to get down to the dock for a break.

With both targets successfully terminated, it was time to make my escape. So far, no one had suspected me of anything, so I headed back to the drug lab, still wearing my VIP guard uniform. After passing through the lab, I pressed

the call button and entered the elevator when the doors opened. Another button press and I was on my way down to the sea plane. After exiting the elevator, I turned left and headed along the dock to the opposite side, where the sea plane was parked. Within a matter of seconds, I was aboard the plane and taking off to safety.



The sea plane was my ticket away from the Delgado assignment.

# **ALTERNATIVES**

#### **GETTING A GUARD'S UNIFORM**

During the mission, I noticed the guard house next to the courtyard where the party was being held. I could have slipped inside to take a quick look around.

A few guards were in one room relaxing. Seeing a utility box just inside the building, I could break it just to see what would happened.







A closet at the end of the hallway would make a great place to hide. After a few seconds, a guard from another room in the guard house would come to take a look at the utility box. While he was busy, I could have left the closet and quietly slipped past the guards occupied in the first room. Upon entering the second room with a couple tables, I would have found a guard's uniform.



With the guard's uniform, I could move about the yard as well as inside the winery. This would be great for scouting out the area.

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#### OTHER WAYS INTO THE COMPOUND



In addition to the main entrance, there were a few more ways to get into the compound. One was a door in the western wall at the south end near the cliff side. A guard patrolled outside there and came after any guests he saw enter through that door. To the east of the main entrance, I could have climbed up a crate and over the wall. However, this accessed an area with several guards, where guests were not allowed. Finally, along the eastern wall, I could have climbed up on a truck and then dropped into a shed. A couple guards stood at the entrance. However, a thrown coin would distract one while the other was silently taken out and the body hidden inside the shed. This entrance also would have provided a disguise, but it was riskier.

#### SILENTLY KILL MANUEL



There was a way to take out Manuel without an explosion and the death of the guard at the top of the stairs. Occasionally, Manuel and his bodyguard would continue into the drug lab. While the bodyguard stayed to watch the operation, Manuel returned to do some cocaine and then headed back upstairs to the party.



I could have waited behind the barrels while he did the drugs, then sneak up behind as he opened the door and inject him with poison using a syringe. The body could be quickly hidden in the nearby container and I could have been long gone before anyone realized Manuel was dead. Sometimes, it was only a matter of patience.

#### THE CLIFFSIDE TRAIL



The elevator was not the only way to get down to the sea plane dock. There was also a trail leading from the area southeast of the hacienda down to the docks. I could have taken out Manuel first, jump down from the roof after climbing out the window of his father's room, and take the trail down to the sea plane.



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# MISSION 03: CURTAINS DOWN

# **MISSION BRIEFING**

#### **OBJECTIVES**

- Kill Alvardo D'Alvade
- Kill Richard Delahunt
- Escape opera

#### TARGET INFORMATION



WEIGHT: 145 lbs

HAIR: BLACK

AGE: **45** 

**ALVARDO D'ALVADE** 

The Italian singer lives and breathes opera, and he has a reputation of never being satisfied with his fellow actors. Alvardo strives for perfection in all things, but his single-minded dedication to his art has left him with serious flaws. His temper often gets the best of him, and he has developed an addiction to sex with juveniles of both genders. He has an avid fan in the US Ambassador, Richard Delahunt, and lately the two have become almost inseparable.

#### RICHARD DELAHUNT

HEIGHT: 6'1"

WEIGHT: 155 lbs

HAIR: BROWN

AGE: **57** 

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Richard Delahunt is a man living on borrowed time. He is constantly surrounded by U.S. bodyguards in tuxes equipped with guns and earpieces. Allegedly involved in child prostitution, he has created a lot of enemies, and he knows it. Presently, he spends most of his time watching his only trusted friend, Alvardo D'Alvade, rehearse as the lead tenor role in Puccini's Tosca, soon to premiere at the Paris Opera. The ambassador spends every spare moment

attending these rehearsals, watching Alvardo D'Alvade's every move from his lodge with a sordid fascination bordering on obsession.

#### THE LOCATION



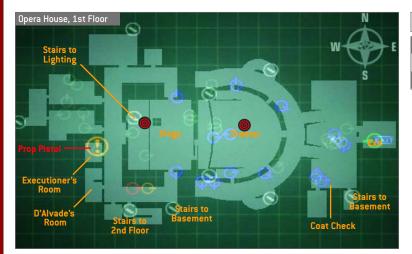
#### **LEGEND**

Guns

#### SUGGESTED WEAPONS AND EQUIPMENT

- Standard equipment
- Silverballer with silencer and low-velocity ammo
- W2000 sniper rifle

As before, I completed this mission using only the standard equipment. However, I took along my silverballer with silencer as a backup weapon in case I got into a tight spot. I also took along my W2000 sniper rifle in case I chose an alternate way of making the hit.



LEGEND

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Target

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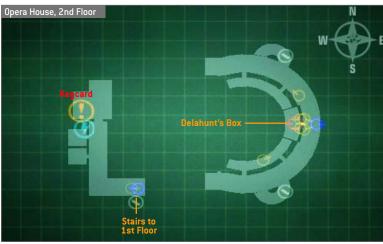
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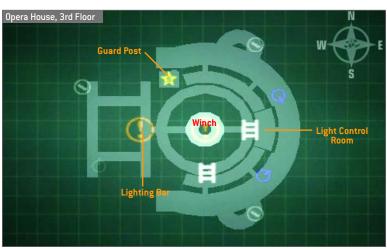
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# **MAKING THE HIT**

# THE PARIS OPERA



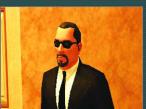
The opera house was filled with lots of people.

For this hit, both of my targets were in the same building. However, there were a lot of people—and a lot of eyes—seemingly watching everything. It was tough to complete the assignment without anyone suspecting me of being the assassin. After walking into the opera house through the front doors, I quickly looked around. There were security guards in blue uniforms, the ambassador's bodyguards in black suits, workers in coveralls, and even tourists. The opera house was divided into four levels. I entered on the first floor, which also contained the theater, stage, and backstage areas. In addition to a basement, where a lot of the stage construction took place, there was also a second and third floor that surrounded the theater and consisted of balconies overlooking the stage, along with the connecting halls.

# SECURITY GUARDS AND BODYGUARDS

Security guards were all over the opera house. They patrolled all levels, including the basement, and frequently checked the balcony boxes and theater. The bodyguards were dressed in black suits and mainly stayed on the second floor, either in the box with the ambassador or patrolling the halls. The only place either of these uniforms couldn't go was on the stage itself. Only actors were allowed onstage.







The agency left something for me at the coat check. I could definitely make use of this.

Since my agency provided me with a claim ticket, I headed over to the coat check to see what I could learn. I talked to the security guard, giving him my ticket. He handed me a coat. I quickly checked the pockets and pulled out a pistol from World War I. Placing it inside my suit, I handed the coat back to the guard. Since the opera had a military theme, and an execution, I was sure the pistol would come in handy.

# WORKERS

Since the opera house was being refurbished, there were lots of workers around. Most were in the basement or backstage areas. However, a few moved about the lobby and halls. Items could be placed in their toolboxes and later retrieved. Like security guards,



workers could go anywhere except the stage.



I followed this worker down the stairs to the basement.

Since I could not sneak up on the worker while he was hammering, I waited until he took a seat.



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Once I had the pistol, I noticed a worker in white coveralls heading through a doorway to the left of the coat check. Sensing an opportunity for a disguise, I waited a few seconds, looked around to make sure no security guards were looking in my direction, then headed through the doorway. I descended the stairs, careful to stop before getting all the way to the bottom so I could look around the corner for the worker. He was hammering some props, so I waited until he took a seat on a crate with his back toward me. I quietly snuck up behind him, pulled out my syringe filled with sedative, and injected the worker. Once he was unconscious, I changed into his outfit and hid the body in the nearby container. I had my disguise.

# $\gg$ TIP $\ll$

If I couldn't successfully sneak up behind the worker, and he saw me, I would head butt him and take the hammer. Then I would use the hammer to kill him or just use my fists to knock him out.



This door led to the backstage area on the first floor.

Deciding to explore the basement, I walked through the double doors and then moved across the next room to the door on the opposite side. It was locked, so I waited until the two workers in the room weren't looking in my direction, then quickly picked the lock and went through. Continuing down a flight of stairs, I walked through another doorway and found a door on the right with a sign reading "Stage." That was where I wanted to go. I opened the door and headed up some more stairs to the first floor again. However, I was now in the backstage area. A security guard was posted at the entrance to the stage and was only letting actors pass.



This door led to the third floor and the offices for the opera house, where I found the key card.

I turned left and walked down the hall until I came to another door with an exit sign. Anxious to see where it led, I ascended some stairs to the second floor and came across a security guard and a worker. Walking past them, I followed the hallway to the end and passed through some double doors to enter an office. On one of the desks, I found a key card to the light control room. Since that might come in handy, I picked it up and exited the office. The keycard didn't open the locked door in the hallway, so I continued back to the stairway and returned to the first floor backstage area.



Workers used these stairs to get up to the lights.



The catwalks allowed workers to access the lights over the stage.

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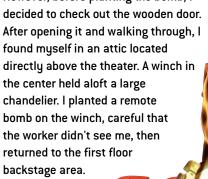
This door opened up into an area directly over the theater rotunda.





A bomb on this winch would make a crash in the theater.

Turning left as I exited the stairwell, I followed the hallway around to the right until I came across some more double doors on the right. I walked into the room on the other side and found a stairway leading to catwalks over the stage. Taking the stairs to the top, I found a solitary worker adjusting the lights. Down below, I could see the actors rehearsing on the stage. The bar of lights was directly over Alvardo D'Alvade's position on the stage, and a remote bomb would have brought it crashing right down on his head. However, before planting the bomb, I





I tried climbing down through this hole. It led to a scaffolding platform on the third floor. While it might have made a nice sniper perch, several people could see me there.



This was the dressing room of the executioner actor.



I hid in the closet while he practiced in his dressing room, then switched the real pistol for the prop when he left.

After exiting the double doors, I saw a bodyguard sitting across from one of the star dressing rooms. It must have been Alvardo D'Alvade's room. The actors were still on the stage, so the bodyguard took a break to visit the nearby restroom. I grabbed the opportunity to quickly enter the other star dressing room and hid in the closet. Soon, I could

hear the rehearsal reach its climax with the execution, then the actors began coming off stage to

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walk to their dressing rooms. The
executioner actor entered the room
where I was hiding and did some
practicing with his prop pistol. He
eventually set down the pistol and left
the room. He turned right in the hallway
and headed to the restroom. This was my
chance. I exited the closet and walked over
to the table, where I placed the real WWI pistol

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and picked up the prop pistol. I returned to hide in the closet. The actor returned, picked up the real pistol this time, then headed off to the stage. I watched my satellite map until the bodyguard made another trip to the restroom, then exited the dressing room.

I made sure the executioner actor went to the right when he left the room. Sometimes, he went to the left and quickly returned.



I made my way back through the basement and changed back into my suit.



The light control room provided a secure spot to watch the action. The guards did not enter this area during their routine patrols.

All of the pieces for the double hit were now in place. I retraced my route back to the basement and changed back into my designer suit where I left it when I put on the worker's clothes. I then headed back to the first floor lobby and continued up the main staircase to the second floor hall. Stairways on both sides of the hall led to the third floor hall, where I found the light control room. Waiting for a security guard to walk past, I used the key card to gain entry and then hid in the shadows, overlooking the stage and the theater below. Now it was just a matter of waiting.



D'Alvade was really executed.



Delahunt noticed something was wrong and headed for the stage.

The actors went through the scene as normal. The executioner actor fired the real pistol at Alvardo D'Alvade and killed him. However, since everyone assumed he was acting, no one realized he had really been shot. It was a short while before people realized something must be wrong, and Ambassador Richard Delahunt ran out from his private box and down through the theater to get to the stage. Unfortunately for him, he tripped and fell directly below the chandelier. I pressed on the remote detonator, and the chandelier came crashing down-completing my second objective. I quickly put the remote control away and left the light control room.

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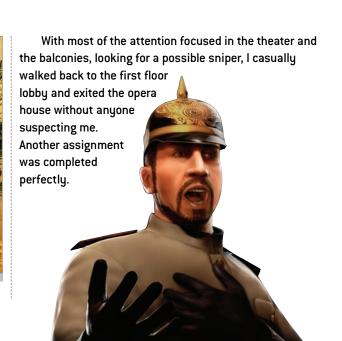
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The escape was one of the easiest parts of this mission.



# **ALTERNATIVES**

# TAKE THE TOUR—SECURITY GUARD UNIFORM



When I first entered the opera house, I noticed a group of tourists assembled in the lobby. A security guard approached them and then led them on a tour through the opera house. They were allowed to go through the first floor of the theater, then through the second and third floor halls.



On the third floor, the guide excused himself to take a break in the guard's room. I could have sneaked behind him and used the sedative syringe to knock him out and take his uniform. No one else came into this room, but I would have turned off the lights as a precaution. This room also contained pistols and MP5 submachine guns, which were always a great addition to my collection.

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If I chose to take the W2000 sniper rifle with me, I could have carried it in a rifle case. If I didn't want to carry it all the time, leaving an unattended case would cause a security guard to pick it up and take it to the guard post on the third floor. I could have then picked up a security guard's uniform after taking the tour.

After getting the key card, I could have then placed the remote bomb on the light bar over the stage instead of on the chandelier winch.



# $\gg$ TIP $\ll$

Before sniping, I could have picked the lock to the balcony door next to the guard post when no one was looking. It would have saved time later.



Returning to the guard post, I would have retrieved the rifle case, entered the light control room, and assembled my sniper rifle. I then could line up my shot on D'Alvade and

take him out. It would be important to quickly drop the rifle and get out of the room before anyone came to investigate.



Since the remote detonator did not have the range for the signal to reach from the light control room to the light bar, I would have to move closer. The balcony next to the guard post was close enough. Once Delahunt was on the stage, the bomb would bring the light bar down on him, killing him instantly.



With the bomb blast distracting everyone, I could then return to get my sniper rifle and put it back in the case. One trip to the guard post to change back into my designer suit, and I was ready to leave.

# $\gg$ TIP $\ll$

There were several variations an assassin could use. For example, I could have detonated the light bar to kill D'Alvade, then sniped the ambassador from the light control room; or I could have sniped the ambassador after D'Alvade was shot by the other actor.

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PRIMA DEFICIAL GAME ALLE



# HITMAN<sup>®</sup> BLOOD SMONEY



# MISSION 04: FLATLINE

# MISSION BRIEFING

## **OBJECTIVES**

- Find CIA agent
- Identify target

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MISSION 13 😡

- Smuggle out agent
- Kill Rudy Menzana
- Kill Carmine DeSalvo
- Kill Lorenzo Lombardo

# **SAFEGUARD**

#### **AGENT SMITH**



Inject Smith with the experimental serum. This drastically slows his heartbeat, making him appear dead. Once he has been transferred to the morgue located near the entrance, revive him with the antidote.

# **UPDATED TARGET INFORMATION**

#### **RUDY MENZANA**

HEIGHT: 6'1"

WEIGHT: 160 lbs

HAIR: BLACK

AGE: **60** 



A longtime organizer of the illegal traffic across the Mexican border to the US, Rudy is just about a household name on both sides of the border when it comes to delivering drugs, weapons, or one-dollar-per-hour manpower. But with dwindling goodwill from his associates and a huge price on his head, his days are numbered, and he knows it. Undergoing treatment in the clinic is more or less a last-ditch attempt at hiding from the growing

number of bounty hunters. Ironically, in here he's developed a dependency on alcohol to escape the horror in is head.

#### **CARMINE DESALVO**

HEIGHT: 6'2"

WEIGHT: 140 lbs

HAIR: BLACK

AGE: **45** 



DeSalvo is a notorious smuggler of illegal arms from Central America. Being under constant scrutiny by different domestic intelligence services as a prime suspect in several ongoing investigations, he has been somewhat hampered in his efforts to contact other prospective clients. As a result, he has become a little jittery and has developed a substance abuse and drinking problem, which is why he has been admitted to the remote Rehabilitation Center for treatment.

#### LORENZO LOMBARDO

HEIGHT: 6'0"

WEIGHT: 150 lbs

HAIR: GRAY

AGE: **64** 



Ultimately he is known as "the Brains and Bankroll" in the circuit. Lombardo is strategic master planner and a multimillionaire gambler. He's been accused, but never convicted, of such crimes as hijacking, mayhem, bootlegging, white slavery, narcotics trafficking, rape, burglary, bookmaking and fixing sporting events, numbers racket, extortion, and numerous murders. Lombardo knows his time is limited—soon, some sort of forensic evidence

will connect him with one of these crimes. He has planned his departure from the US, but first, he has to undergo some preliminary tests at the Rehabilitation Center.

# THE LOCATION

# LEGEND

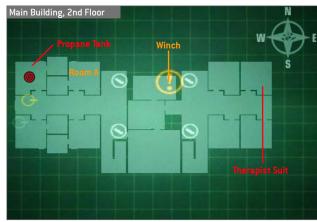
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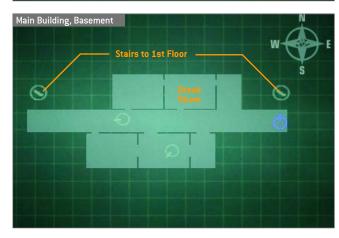
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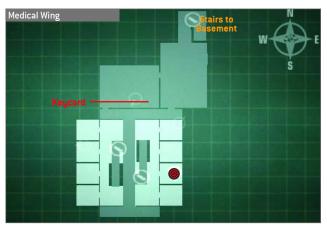
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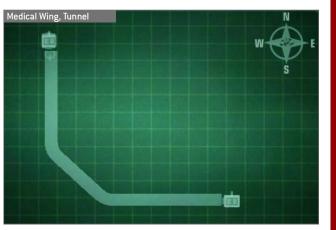




# **SUGGESTED WEAPONS AND EQUIPMENT**

Standard equipment

In order to get into the Rehabilitation Center, I had to go through a weapon search. Therefore, I didn't take anything except the standard equipment since you had to leave it outside anyway. However, there are several weapons I could pick up on the inside.



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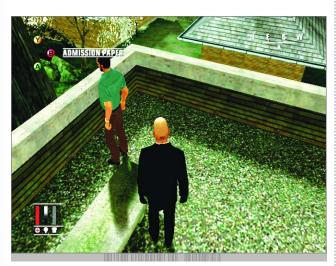
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Security was tight here; however, these security guards didn't bother me as I entered the grounds.



This admission paper was carelessly left on a bench.

The first thing I had to do for this mission was to get into the Rehabilitation Center. Security was very tight. Right at the entrance gate, there was a guard post with one guard inside, one outside, and another patrolling the immediate area. However, they didn't offer any trouble upon my entering. I just acted like a prospective client of the center. I followed the pathway as it meandered through the landscaping and stopped as I approach a couple of benches off to one side. I noticed a piece of paper on one of the benches near a man stopped for a smoke. While he was looking away, I picked it up. Upon closer inspection, I discovered that it was an admission paper for the Rehabilitation Center. This made getting in a lot easier! No climbing over a wall or sneaking around this time—I was going right in through the front door.

SECURITY GUARDS
AND BODYGUARDS



Both security guards in the blue uniforms and bodyguards in the cream colored suits were all over the Rehabilitation Center. All were armed and on the watch for suspicious behavior. They were allowed to go anywhere except for the western medical facility.

I walked right up to the front doors and then made my way to the right to the admission desk.





This nurse admitted me into the center.



While the robe was not very flattering, it did get me inside although it was a good thing I wasn't packing heat or the metal detector would have gone off.

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I continued along the pathway and up some steps to the front door. After entering, I headed to the admissions desk, where a nurse was waiting. Placing the admission paper on the counter, I waited and was eventually admitted. The nurse opened the door to a changing room and asked me to change and leave any personal effects. Since I hadn't brought a pistol or other detectable weapons, I kept all my standard equipment with me as I changed into a patient's robe. I exited the changing room and turned to enter the main part of the building. A security guard stopped me and used a metal detector wand to search for weapons. None were detected, so he let me continue.

# FINDING THE AGENT



I headed up the stairs to see what I could find in the offices.

As a therapist, I had more access than a patient.

Determining that I needed more than a patient's robe to move freely about the



center, I headed up the stairway to the second floor. While checking the doors in the eastern wing, I found one office door opened. After checking to see if anyone was looking, I entered and found a therapist's suit on a chest of drawers. That was more like it. I changed and was now Dr. 47.

Now I had to find the CIA agent and learn what he had uncovered. The maps I had of the center showed a medical facility to the west. Therefore, I headed downstairs to the first floor and then on to the west wing.



This security office had weapons, as well as the tape for the security cameras.



The door next to the security office offered access to the basement via a staircase.

At the western end of the building, I found four doors. The two on the left were just offices. However, one on the right led to a stairway down to the basement while the other opened into a security office with a guard watching a monitor near a gate leading to the west. Since the guard was focused on the monitor, I looked in a box near the door to the outside. Inside were pistols, submachine guns, and a stun gun. I picked up the stun gun and holstered it inside my coat. I really didn't plan on needing any heavier weapons. After exiting the security office, I walked through the door to the stairway and descended to the basement.

# ORDERLIES

Orderlies were in the basement, as well as in the western medical wing. They were armed only with a stun gun, and they attacked suspicious persons and alerted security. They were allowed all over the center—so an orderly uniform was like an allaccess pass.



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I stunned an orderly, took his clothes, then hid his body.

After a quick look around, I observed two orderlies in the area, as well as a security guard. A therapist also came down occasionally. It looked like I needed an orderly disguise to go any farther. The orderly in the washing area posed a problem since the guard was often in his area. However, the other orderly moved through the break room regularly to have a cup of coffee. While I could have sedated or poisoned the coffee, I couldn't time how long it would take to knock him out. Since the security guard made frequent patrols down the hallway, he would see a body through the window in the door. Therefore, I waited until the therapist visited again and left, then I stood in the hallway while the orderly walked around. As he turned toward the laundry container—and the guard and other orderly were in the eastern part of the basement-I zapped him with the stun gun. I quickly changed into the orderly's uniform and grabbed his keys. Then I hid the body in

the laundry container and closed the lid.

I needed the keys from the orderly to get through the doors into the medical wing.





This key card would come in handy.



It was lights out for Agent Smith.

Now disguised as an orderly, I headed to the eastern side of the basement and ascended some stairs to the medical wing of the center. There were two doors. The one on the right led into an office while the other opened into a cell area. Both doors were locked, but I now had the key. Entering the office, I found a key card on the desk and picked it up. I then headed down the stairs to the cell area and opened the center cell on the western side. There I found the agent. His name was Smith, and told me the name of my target. Since I needed to fake Smith's death to get him out, I used the serum to sedate him. At that moment, the agency contacted me and provided two optional contracts—each worth \$50,000. Both targets were in the Rehabilitation Center. While I was there, I thought I might as well make a little extra money.

#### **UPDATED TARGET INFORMATION**



Breaking the utility box lured out the guard and allowed me to steal the surveillance tape.

I exited the cell and headed up the stairs. Since I had a keycard, I headed west through the security gates rather than backtrack through the basement. When I arrived at the guard post, I decided to steal the videotape from the surveillance cameras just in case I was seen somewhere. I only had to get the guard to leave his post for a moment. Therefore, I went through the door by the weapons box and,

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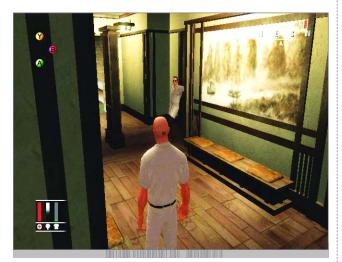
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once outside, located a utility box near a window. After breaking the box, I returned to the guard post and waited for the guard to head outside to fix the box. While he was occupied, I stole the tape, careful to not be seen by the guard through the window.



Lombardo's room was protected by a bodyguard.



Sabotaging the propane tank made the hit look like an accident.

Lorenzo Lombardo's room was on the second floor in the western wing. I figured I'd start with one of the bonus targets. Once I was upstairs, I saw a bodyguard positioned outside Lombardo's room. He was not going to let me inside. Therefore, I walked into room "A" next door. Passing through the room, I exited onto a balcony shared by Lombardo's room. Peeking in through the keyhole to make sure it was empty, I entered the room prepared to hide inside until my target returned. However, I noticed a propane cooking stove along one wall. I could make this look like an accident. I'd be nowhere near there when Lombardo met his fiery demise. After sabotaging the tank, I left the room the same way I entered.



I added a little something to Menzana's drink.

When he took a drink, it was his last.

Back in the hallway, I headed downstairs and walked to the eastern wing of



the center. I noticed Menzana entered the library on a regular basis and sneaked a drink from a bottle hidden inside a globe. This was a great opportunity for another hit. I waited until Menzana left the library, then I entered. I noticed a bodyguard across the hall could see me. After waiting for a bit, the bodyguard moved across the hall toward me and then stopped and turned around with his back to me. Taking a quick look to make sure no one else was walking down the hallway, not even patients, I quickly opened the globe and used the poison syringe on the bottle. After closing the globe, I left the library and continued west toward the workout room.

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I took a spotter's position near DeSalvo—then gave him a killer workout.

The workout room was empty, so I passed through the double doors to the outside courtyard. Carmine DeSalvo was taking a walk. There was no opportunity to take him out since a bodyguard was following him. I tagged along from a distance and watched as he returned to the workout room. While his bodyguard left the room, DeSalvo began bench pressing. I decided to spot for him and took a position near his head. Watching the open doorways, where bodyguards occasionally passed by to check on DeSalvo, I waited until it was clear and my target had racked his weights. I then picked them up and dropped them on his neck. Another deadly accident had occurred at the Rehabilitation Center. I quickly left the workout room before anyone saw me near the body.



Wake up, Smith.

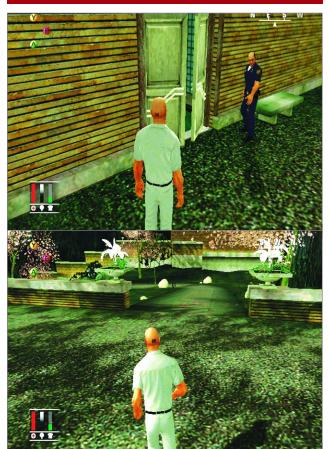
Now all that remained was to revive Agent Smith. The morgue was located near the entrance gate, across from the guard post. My disguise as an orderly would get me into the morgue without a problem, so I headed out the main entrance and along the path to the morgue. Once there, I waited until another orderly left, then I approached Smith and gave him the antidote. He woke up, and another objective was completed.



I returned to the morgue to make my escape.

Now I had to make my escape. However, I was not about to leave my designer suit. Therefore, I headed back to the changing room where I had left it and put it back on. I then returned to the morgue, careful to sneak in when the guards were not looking. Thinking of the money I had just earned, I exited from the center.

# **ANTIDOTES AND EXITS**



I exited through the front doors and made my way to the morgue.

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# **ALTERNATIVES**

# **GETTING A SECURITY GUARD DISGUISE**



A security guard's suit allowed me to get past the metal detector with weapons. One way to get this disguise was at the dumpsters along the pathway to the main building. I could have knocked out a patient and hid his body first, then taken out a security guard who came to this spot.



Another opportunity for a guard's uniform was after I was already inside. I could have lured the guard in the security room outside by breaking the utility box, then sedated him. After taking the uniform, a nearby dumpster could hide the body.

# **KILLING THE TARGETS**



There were other ways to make the hits. One way was to hide in Lombardo's bathroom and use the fiber wire on him while he was cooking. Instead of poisoning the drink for Menzana, I could have planted a remote bomb on the chandelier cable attached to the wall on the second floor landing overlooking the library. Then when Menzana went for a drink, I could have detonated the bomb with crashing results.



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# HITMAN" BLOOD & MONEY

# MISSION 05: A NEW LIFE

# **MISSION BRIEFING**

# **OBJECTIVES**

- 🤃 Kill Vinnie Sinistra
- Retrieve the microfilm concealed in a piece of jewelry
- Escape the suburb

# **TARGET INFORMATION**



**VINNIE SINISTRA** 



WEIGHT: 221 lbs

HAIR: BLACK

AGE: 43

A former Cuban crime lord, Vinnie has admitted his involvement in several high-profile killings on US turf. He has agreed to a plea bargain that ironically got him into the federal witness protection program. Vinnie, who was once a carefree gangster thinking he was untouchable, is now eaten up by paranoia and boredom as a result of being locked up in a cage.

# THE LOCATION

**LEGEND** 

Orange text: Places of Interest

Red text: "Making the Hit" Items

Yellow text: "Alternatives" Items

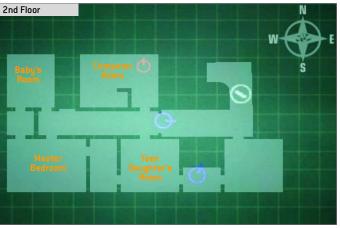
Target

**Guns** 

Melee Weapons







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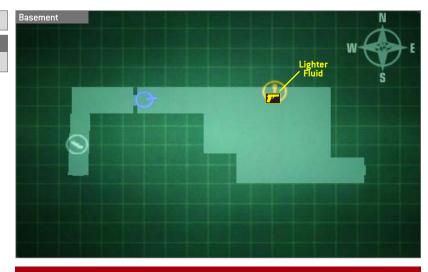
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Melee Weapons





# SUGGESTED WEAPONS AND EQUIPMENT

Silverballer with silencer and low-velocity ammo

Enhanced bomb remote

For this mission, all I needed was the standard equipment I always carry with me. However, a few more items could come in handy. As usual, the silverballer with a silencer and low-velocity ammo provided a quick, silent means of taking out an unexpected threat. Also, the enhanced bomb remote gave me the option of being near the exit for a quick getaway if I decided to use a bomb for the hit.

# **MAKING THE HIT**

## WHO ARE THE PEOPLE IN THE NEIGHBORHOOD?



The place where I entered the neighborhood was the same spot I used to make my escape.

I entered the target's neighborhood near the gate at the end of the street and took a look at my surroundings. It was a residential street typical of any American suburb. Ahead I saw a jogger taking a break. In the middle of the street was

an open manhole surrounded by barricades. While I couldn't use the manhole as an underground access, it could be a place to hide a body.

#### THE JOGGER

This guy ran back and forth through the neighborhood, stopping at the western end of the street for a rest. I kept an eye out for him, as he reported anything suspicious he saw to the FBI guards.



There were three vehicles parked in front of the target's housethe caterer's van, the clown's van, and the surveillance truck.



After following the street around the corner to the left, I saw the target's house on the left side. It looked like someone was getting ready for a party. In the driveway was a yellow caterer's van. I noticed that the caterer was carrying metal containers of food into the house. A quick glance in the back of the van also revealed a box of doughnuts. If I placed an item such as a pistol in the remaining metal container, the caterer would carry it into the kitchen of the home, where I could retrieve it later.

#### THE CATERER

The caterer walked back and forth between his van and the kitchen of the target's house. The FBI guards did not search him for weapons as he entered carrying containers of food. He also delivered a carton of doughnuts to the FBI agents in the surveillance van.



Parked along the curb in front of the house was another van. This colorful vehicle belonged to a clown who was providing the entertainment for the party. Across the street, I saw a white panel truck with no windows in the back. It was definitely there for surveillance and was probably tied into security cameras.

#### THE CLOUK

The clown moved back and forth between his van and the inside of the house. He was searched as he entered the house by the FBI guards using a metal detector wand.



This neighbor lady did not like me anywhere near her house.



I could hide a body in the back of the garbage truck.



I noticed that the garage door of the house across the street was open. A female neighbor was out trimming a hedge and told me to leave as I walked up the driveway. Therefore, I continued east down the street and around another corner. Ahead to the north was a home with a tree house in the backyard. A lady was out working in the yard. There was also a garbage truck parked along the curb with a worker loading trash. A second garbage man was walking back and forth between the truck and the target's house, tak

# THE GARBAGE MEN

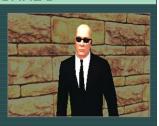
One of these guys stayed by the truck while the other walked to the side of the target's house to pick up trash bags. The opening at the back of the truck could be used to hide a body. It seemed like the garbage man could move through the neighborhood, even into backyards, without arousing suspicion.



Returning to the target's house, I observed two FBI guards at the front door. Occasionally, another walked out from a door on the left side of house. It was not going to be easy to get into the target's house. I needed a disguise. I looked along the right side of the house and found a gate to the backyard. However, a sign on the fence informed me of a dog on the other side. A surveillance camera also covered this side of the house. The left side did not have a dog but did have another camera.

# FBI GUARDS

The FBI guards could go anywhere they wanted. They were never stopped or searched for weapons. One of their suits made the ultimate disguise for this mission.



# **DOUGHNUTS AND WINE**



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I realized that the surveillance cameras would spot me if I

The FBI suit was great for going anywhere.

tried to enter through either side of the house. Then I remembered the doughnuts in the caterer's van. Checking to make sure no one was looking my way, I took out the sedative syringe and injected it into the doughnuts. I could have used the poison syringe, but there was no need to kill the FBI agents. Before long, the caterer returned and picked up the box of doughnuts. He delivered it to the surveillance truck across the street. In less than a minute, the two FBI agents in the truck were unconscious. While the cameras were still on, no one was watching. I opened the door to the truck to make sure they were out. Not



only had I eliminated the threat of the cameras, I'd also found a great

disguise. I changed into one of the FBI

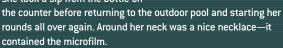
suits and left the truck. I made a mental

note to be sure to stop by the truck on my

way out to retrieve the videotape so there

Vinnie Sinistra's wife made her way around the pool area, then headed in for a dip in the indoor pool. From there, she walked past the sauna room to a restroom near the study. After checking her makeup, she continued into the kitchen, where she took a sip from the bottle on

would be no record of my visit.





By lacing this bottle with sedative, I knocked out Mrs. Sinistra.



I grabbed the necklace before Mrs. Sinistra was revived.

Next, I headed for the front door of the target's house. The FBI agents waved me right in without a search. I continued into the kitchen, where the caterer was delivering the food. After the caterer left, I walked over to the bottle on the kitchen counter and added a little sedative from the syringe while no one was looking. While waiting for Mrs. Sinistra to take a sip, I wandered into the guard post located off the hallway behind the kitchen. No FBI agents were inside, so I helped myself to an MP7 submachine gun. I went back to the kitchen just as Mrs. Sinistra took a drink. She set the bottle down, took a few steps, and collapsed. I quickly approached and grabbed the necklace before an FBI agent could revive her. Thinking it was just a combination of the hot day and the alcohol, Mrs. Sinistra went back to her party preparations. Meanwhile, I had the microfilm.

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#### THE DANGERS OF WATCHING TELEVISION



Vinnie spent a lot of time watching TV in the front room.



Breaking the box by the garage shut down the TV.

With the bodyguard away, Vinnie was mine.

Now all I had to do was take out Vinnie Sinistra. I noticed that he spent most of the time watching

television in the front room, accompanied by an FBI guard. Occasionally, he headed upstairs to his office to check his computer, then returned to lounge in front of his big screen. I needed to find a way to get Vinnie by himself. I headed out through the front doors and stopped by the garage door in the driveway. There was a utility box there. Waiting for the caterer and jogger to move on so I wouldn't be seen, I then broke the box.

I walked back into the house, heading toward the front room. The FBI bodyguard came out to see why the TV had shut off. This gave me an opportunity to sneak in behind Vinnie and give him a little poison via a syringe. I then quickly dragged his body into the closet behind his chair and hid it. I didn't have a lot of time since the bodyguard returned just as I was shutting the door.

# **GOOD-BYE, NEIGHBORS**

I stole the videotape in case one of the cameras caught me.

Having completed my objectives, I nonchalantly walked out the front door of the house and



continued to the surveillance truck. Upon entering, I changed into my designer suit and stole the videotape—just in case. Exiting the truck, I walked to the gate where I entered the neighborhood. It would take the FBI some time to realize that

Vinnie was dead and the microfilm was missing. By that time, I'd be long gone.

It was time to leave the scene.

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# **ALTERNATIVES**

This neighborhood was full of opportunity for an assassin like myself. While my method was the cleanest, there were other ways to complete the mission.

## SILENCING THE DOG



around to the backyard. There was an open window I could

# **SEND IN THE CLOWN**



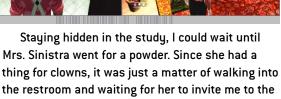
I could also go for something a little more humorous—the clown. I noticed the clown routinely returned to his van for a quick drink. I'd just have to follow him to his van and watch to make sure the jogger and other garbage man weren't looking. After knocking him out with the sedative syringe, I could change into his outfit, then hide the body in the box in the back of his van. I could hide the pistol in a caterer container so it would be delivered inside for me.



The FBI agents would search me with a metal detector as I entered the house. However, I would have already stashed the pistol. Once in the house, I needed to turn left and head into the dining room, then through the

door on the far side of the room into a study. If I used the sedative on the bottle on the table, someone drinking from it would pass out.





study for a drink. For the rest of the mission, I could

pick up an FBI disguise lying in the sauna room.



Both a dog and a camera posed threats on the house's right side. While using the sedative on the doughnuts takes care of the guards watching the video feed of the camera, there was a way to knock out the dog as well. Once in an FBI or garbage man suit, I could walk to the house across the street from the target house and go crawl through into a veterinarian's office. Inside was a bottle of ether and some tranquilizer darts.



After picking them up, I could exit and head to the tree house overlooking the target's backyard. With the darts and the air gun in the tree house, I could then shoot the dog and knock it unconscious.

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If I went in as the clown, I would not need to sedate the doughnuts, so I'd save my two doses for the clown and Mrs. Sinistra.

## THE POOL BOY AFFAIR



I learned that Mrs. Sinistra had a thing for the pool boy. Since he often went to the shed, it would be a simple matter of knocking him out, taking his outfit, and then letting Mrs. Sinistra lead me up to the bedroom, where I could knock her out, take the microfilm, and hide her body in the adjacent bathroom.

# $\gg$ TIP $\ll$

While I could climb up to the second floor from the backyard using the drainpipe, there was a squeaky toy on the floor under the window, which would alert the FBI agent



on this floor. Quickly hiding in the adjacent bathroom before he entered the room would keep me safe.

#### **UPSTAIRS HIT**



When Vinnie checked his computer upstairs, he went into the room alone. I could hide in the alcove until he entered. I'd then have to move fast to take him out with either the fiber wire or poison syringe before he turned around. The silenced silverballer would also work. After hiding the body around the corner, I could sneak out the door and take the back stairs down to the first floor for my escape.

## **BOMBING VINNIE**



While Vinnie is upstairs, it would be easy to place a remote bomb in the TV room on the table by the front window, where his cell phone was sitting. When he returned to watch TV, I could call Vinnie using the phone in the surveillance truck, then detonate the explosive when he answered.

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# HITMAN<sup>®</sup> BLOOD & MONEY

# MISSION 06: THE MURDER OF CROWS

# MISSION BRIEFING

# **OBJECTIVES**

- Kill Mark Purayah, Jr.
- Kill Raymond Kulinsky
- Kill Angelina Mason
- Protect the politician, Jimmy Cilley
- Escape via the road south of the city

# **TARGET INFORMATION**

MARK PURAYAH, JR.



WEIGHT: 172 lbs

HAIR: WHITE

AGE: UNKNOWN

Purayah is an albino clone—hypersensitive, adaptive, determined, focused, and better equipped (both physically and mentally) than normal humans. Should something or somebody try to interfere with the operations he's in charge of, he retaliates in full force with total disregard for the consequences. He's detached from human suffering, but while not devoid of feelings, he never lets these feelings stand in the way of a perfectly executed hit.

#### RAYMOND KULINSKY

WEIGHT: 205 lbs

HAIR: BLACK

AGE: 43

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HEIGHT: 6'0"

Raymond Kulinsky is closely connected with Angelina Mason. Their hits are coordinated by a leader positioned in a central place overlooking the area where the hit is to be performed. The leader communicates through an intercom, feeding them info on the actions and whereabouts of the target. Kulinsky and Mason constantly feed each other information over the intercom during the operations, often including sexual teasers. They have never failed a

job. Preventing them from carrying out their orders can only be done by eliminating them. They are very unstable during operations, meaning the survivor could turn into a volatile and self-destructive killing machine in the event his or her partner is killed.

# ANGELINA MASON

HEIGHT: 5'0"

WEIGHT: 120 lbs

HAIR: BLACK

AGE: 27



Angelina Mason grew up in a traveling circus as a trapeze artist. She was also trained as a sharpshooter and knife thrower. Her mother was killed in a freak accident, and she developed selfhatred and slowly drifted into narcotics and prostitution. Rumor has it she killed a John trying to rape her, nailing him to the wall of a motel with a crossbow—and this is how she found out the skills she learned during the circus years could be turned into a more

profitable business. She met Raymond, and together they developed a strategy for complicated kills they called the "grassy knoll scheme."

# **SAFEGUARD**

#### JIMMY CILLEY



Jimmy Cilley is from Dallas, Texas. His father ran a gas station and general store, and little Jimmy got his first job polishing and sorting eggs for his dad. After graduating from Harvard Business School, he worked his way up in the oil business and soon learned that the only way to take it further was through politics. He's a civil rights advocate, pro-choice spokesperson, and he's strongly in favor of biotech's many advantages, such as genetically

modified foods and cloning. The congressional candidate is rubbing elbows, kissing babies, and keeping it clean for the press in New Orleans, his new constituency.

Orange text: Places of Interest

Red text: "Making the Hit" Items

Yellow text: "Alternatives" Items

Target

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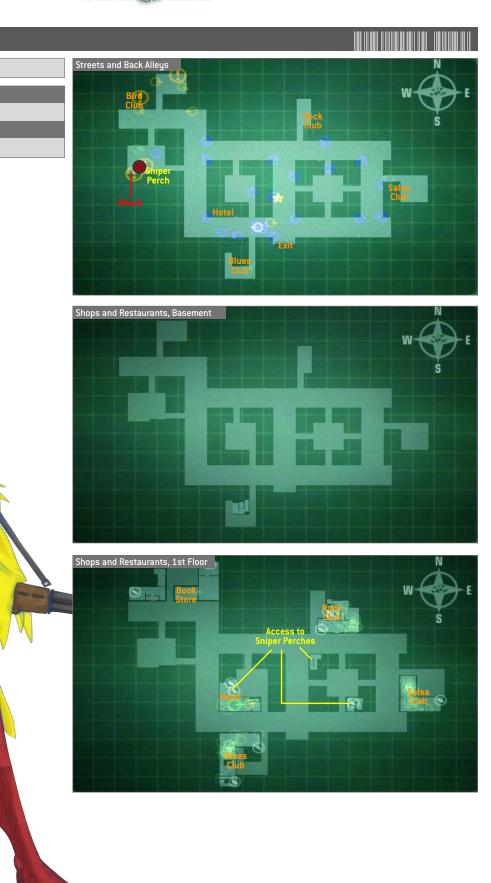
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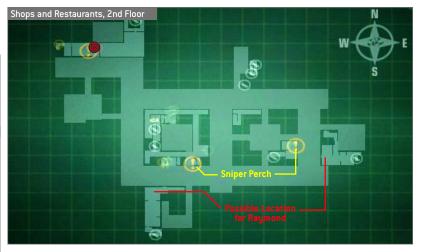


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# SUGGESTED WEAPONS AND EQUIPMENT

- Standard equipment
- Silverballer with silencer and low-velocity ammo
- Enhanced bomb remote

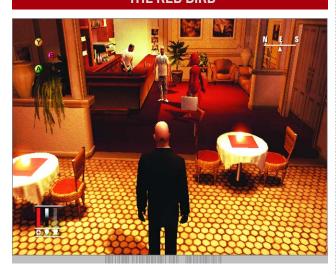
I took the silenced silverballer for this mission since I never know when things deviate from my plans in the Big Easy. I also decided to take along an enhanced bomb remote for detonating bombs at a much greater distance than the standard remote.





# **MAKING THE HIT**

## THE RED BIRD



I had to stay close or I'd lose the courier in the crowd.

When I arrived in New Orleans, my only lead was a man with a suitcase filled

with diamonds. I followed him to a hotel bar, where I watched him meet with a guy dressed in a red bird costume. (It was Mardi Gras, after all.) I learned a long time ago to always follow the money, so the bird guy was my new person to tail. As he left the hotel, I followed. With all of the people on the streets for the celebration, I had to stay close or I'd lose him. He eventually turned into an alley.

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# POLICE

The police were everywhere in New Orleans during Mardi Gras. They could not only be found on most of the street corners, but also patrolling the streets and alleys. They were armed with pistols, and they reacted quickly to visible weapons or gunshots.





I didn't want to kill the courier, so I sedated him. And I sure didn't want to forget the diamonds.

As the courier approached a dumpster, I pulled out the suringe of sedative and injected him with it. As soon as he hit the ground, I put on the bird costume, dragged the body to the dumpster, and hid it. I then quickly picked up the suitcase full of diamonds, since the safety-conscious police were taking any unclaimed luggage or containers to their post in the center of the area.

The guy in the red bird suit could take one of three different paths to his meeting. Therefore, it was important to follow him rather than lie in wait somewhere.

# **BIRD HUNT**



This looked like the right spot.



There was my first target.

Because of the bird costume, I figured the courier must have come from a club with this theme. I remembered seeing such a place in the northeast corner of the area, so that was where I headed. As I approached, I saw a yellow bird standing guard by the door. He told me to go in and head upstairs. I followed his instructions and climbed up a winding staircase to the second floor, then followed the walkway to a door. Upon entering the next room, I found myself face-to-face with Purayah. Since he was obviously expecting payment for a hit on the politician, I placed the suitcase of diamonds on the desk. He turned and walked toward the balcony, where he began talking to the other two assassins via his walkie-talkie.

It is important to understand how this mission worked. The diamonds were the payment for the hit on Cilley, the politician. Once Purayah received them, he told Raymond and Amanda to begin their assignments—sniping and recon, respectively. Seizing the diamonds and killing Purayah bought time. Raymond and Amanda both had to he taken out within a short amount of time. If one did not report in, it could cause the other to rush out and kill the politician right away instead of waiting for the planned time, thus ending my mission in failure. Therefore, before killing one, it was important to have a plan for the other's execution immediately upon the first nne's death.

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SPOILER



I started with the leader.

I waited for the guard in the yellow bird suit to leave the room, then I came up behind Purayah and used the fiber wire to kill him. I quickly took his desert eagle and dragged his body over to a container and hid it. Not wanting to be seen in the room alone without Purayah, I hid in the closet before the yellow bird returned. Once he left again, I picked up the walkie-talkie by the balcony, as well as the suitcase, and headed out the door and down the stairs.



By using crates, ledges, and fire escapes, I reached the winch anchoring the piano and placed a bomb.

Once outside. I crossed the street and entered an alley area. As I waited and listened to the chatter on the walkie-talkie, I saw Angelina walk into the alley. She stopped along a wall and reported that she was at the alley. That must have been one of her positions where she called in. As she left, I noticed a piano hanging directly above her spot. Her path will bring her back here, making this is too good to be true. I climbed up a wire cage and dropped the suitcase for now-since it was up high, the police wouldn't grab it. I then climbed up on a box as I continued around the buildings' sides, even jumping from one fire escape to another, until I was at the winch supporting the piano. I placed a remote bomb on the winch and then backtracked to the suitcase. Picking it up, I hopped to the ground and headed back into the crowded streets.

# WAITERS AND PARTIERS

During Mardi Gras, each club had its own theme. I couldn't enter any unless appropriately attired. Patrons occasionally left the club and headed into a back alley in order to relieve themselves. This provided an opportunity to grab a disguise. Waiters also left clubs for breaks, and their suits could also be used to enter any club.



Here were the three clubs.



ASSASSINATION

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Raymond, the other assassin, said he was upstairs in one of the clubs. There were three clubs in the area—a blues club in the south, a salsa club in the east, and a rock club in the north. I listened to the music and headed toward the appropriate club. Since I was still in the red bird costume, I was not allowed in the front door. Therefore, I walked around the side to the back of the club. I found a waiter outside having a smoke. After making sure there was no one else around and setting down the suitcase of diamonds, I came up behind the waiter and sedated him using the syringe. Quickly changing into the waiter's suit, I then dragged the body to the nearby dumpster and hid it. Of course, I picked up the suitcase again.

ESCAPE 1

I couldn't get a waiter, a partier's suit would do just fine. Raymond didn't even know I was there.



As a waiter, I could move through the kitchen without arousing suspicion. I headed up the stairs to find Raymond.

Raymond didn't even know I was there.



As a waiter, I had no trouble walking in the back door of the club, right past the chef. I checked my map to see where the stairway was located, then headed upstairs. Not wanting to alert Raymond to my presence, I checked the map once I reach the floor he was on to see where he was located and which direction he was facing. When he was turned away from the door, I entered, set down the suitcase, and quietly made my way toward him. I took out my silenced silverballer and aimed it at him as I approached, just in case he turned around. He was armed, and I didn't want him to be able to get off a shot. Raymond still had no idea I was there, so once I was directly behind him, I pulled out the fiber wire and strangled him.

# >> TIP «

Each club had a fire escape exit leading from Raymond's floor. This allowed me to quickly get away in case shots were fired and the police arrived. The fire escapes were one-way access—down only—so I didn't have to worry about police coming up that way.



Angelina wandered around the streets, keeping track of things for Raymond.

I returned to get the suitcase, then pulled out the walkie-talkie and ran back down to the street. I also checked the street-level map to see if Angelina was approaching the reporting location where the piano was positioned. I moved toward that location to make sure I was in range for the enhanced bomb remote. As soon as she reported in, I detonated the remote bomb, and the piano came crashing down on her.

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PRIMA OFFICIAL GAME GUID

If the piano didn't work, or if Angelina was nowhere near the spot after I killed Raymond, I could just follow her until she was alone, then silently take her out before she had a chance to go after the politician.



I was finally safe from the police, as well as all those women trying to earn beads.

With all of the objectives completed, I returned to the



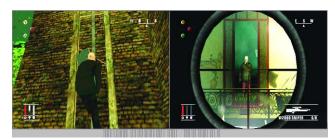
dumpster where I sedated the courier in the red bird suit and changed back into my designer suit. I then headed south to the barricades along the street, where I made my escape.

# **ALTERNATIVES**

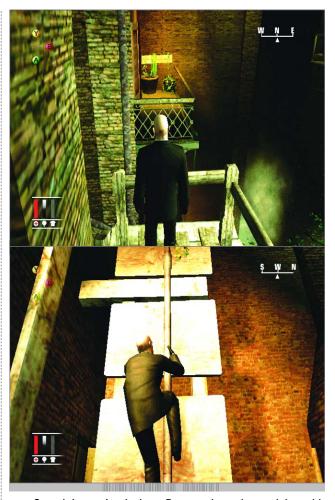
# THE SNIPER METHOD



If I wanted a less hands-on approach to this assignment, I could take my W2000 sniper rifle, along with a silencer and low-velocity ammo. Since none of my targets were wearing body armor, that would be sufficient.



Purayah was my first target. By climbing a drainpipe near the hanging piano, I found an excellent spot from which to snipe at the leader. All I had to do was wait until he appeared in the open door by the balcony, then fire.



Once I determined where Raymond was located, I would access a building across the street. Each of the three clubs had such a spot. Some required climbing drainpipes and jumping across balconies.

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Others had a back door in an alley that led up to an apartment. In most cases, I would have to sedate the occupant of the location first.



Then I would wait until Raymond came into view and take him out with a clean shot to the head or body. No one would hear the shot with the silencer, and no one would find the body until I was out of the area. I would then deal with Angelina in the normal fashion.

# ≫ TIP≪

Getting the diamonds was much more difficult using the sniper method since I couldn't carry both at the same time. However, it was important that the courier was stopped, since if he delivered the diamonds to the bird club, it would make their retrieval much more difficult without a bird disguise.

# THE BOOK STORE



There was a book store next door to the bird club. If I didn't have a bird suit, I could have entered the bookstore and, while the owner was busy, headed up the stairs in the back to the second floor. There was a room adjacent to the room where Purayah was located. From a boarded up doorway, I could have heard his plans and even killed him by carefully aiming a sniper rifle through the slats in the doorway.



ASSASSINATION 101

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# HITMAN<sup>™</sup> BLOOD SMONEY

# MISSION 07: YOU BETTER WATCH OUT. . .

# **MISSION BRIEFING**

## **OBJECTIVES**

- Kill Lorne de Havilland
- Kill Chad Bingham, Jr.
- Retrieve the video tape of Chad's incident
- Escape the mountain residence

## TARGET INFORMATION

LORNE DE HAVILLAND

HEIGHT: 5'1"

WEIGHT: 165 lbs

AGE: 71

HAIR: GRAY

This self-professed playboy, porn aficionado, and American cultural icon is also a strip club operator, magazine magnate, and born-again Christian. Lorne spends most of his time in the master bedroom. Here he peruses the many videotapes surreptitiously recorded through one-way mirrors installed in all of the backroom cabins in his strip joints. Blackmailing politicians, clergymen, and movie stars now provides the bulk of his income. He occasionally

throws a big party, where he mingles briefly with the guests before retiring to his den of iniquity, looking for famous people caught in the act.

#### CHAD BINGHAM, JR.

HEIGHT: 6'1"

WEIGHT: 190 lbs

HAIR: BLACK

AGE: 27

Chad is the youngest son of Senator Bingham, who had high hopes that his son would follow in his footsteps. Instead, Chad Jr. often hangs out in local bars or sleazy strip joints. During one of his usual benders, he wound up in the back of one of Lorne de Havilland's clubs with a lap dancer. One thing led to another, and to make a long story short, the girl wound up bound, gagged, and dead. As usual, Lorne de Havilland had a camera secretly

recording every sordid detail. Chad has a reputation for remorselessly slapping up strippers, sometimes beyond recognition.

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## MISSION 13 SPOILER

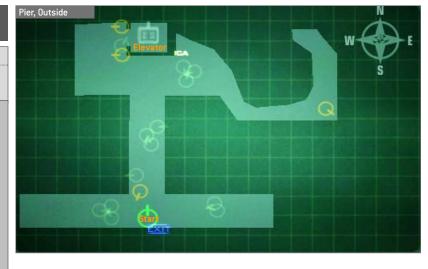
# SUGGESTED WEAPONS AND EQUIPMENT

Standard equipment

THE LOCATION

Silverballer with silencer and low-velocity ammo (optional)

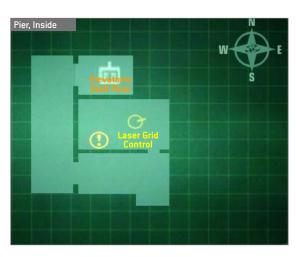
Infiltrating de Havilland's mountain residence was tough. There were several security checks, and I wanted to make the hit as clean as possible. Therefore, I only took my standard equipment. If I took the silverballer or other weapons, I'd have to be careful about security and store them in agency containers about the premises before going through security checks.



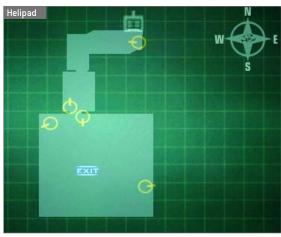


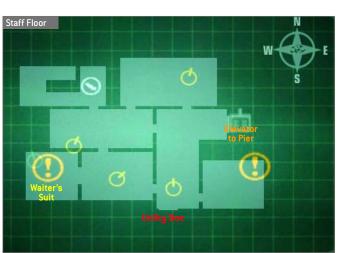














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#### **MAKING THE HIT**

#### THE CHRISTMAS PARTY



This looked like a big party, complete with a lot of security.

Built into the side of a mountain, de Havilland's home is accessible only by boat or helicopter. However, I secured an invitation to the party and stepped off the boat onto the dock. Several guests were milling about before heading up to the party. I strolled to the elevator on the left side, where two guards were watching. To avoid being caught on tape, I was careful to stay to the side and enter the elevator car while the surveillance camera above the door was scanning away from me.

#### GUARDS

There were guards all over de Havilland's residence. They were armed with pistols and on the lookout for suspicious behavior, as well as people who were where they were not supposed to be. There were a couple different types of guards. The black-suited guards could go



anywhere. The Christmas guards, in white or red suits and possibly wearing Santa hats, could go everywhere but the studio or helipad levels. Therefore, the black-suited guard disguise was the best choice.





The living room was filled with guests and staff.



The bartender gave me a little something for the party.

When the elevator reached the top, another guard welcomed me. I turned around to the left and entered the home, continuing to the living room, where most of the party guests were congregating. I saw some guests going into an area called the grotto. However, as I approached, the guards let me know I was not welcome. I needed a disguise to get in there. Seeing a bar, I walked over and chatted with the bartender. His type often had useful information. This bartender not only gave me info, but also a bottle of aphrodisiac to improve my trip to the grotto. Though I didn't have time for such diversions, I graciously accepted the gift and headed back outside. I was sure I could come up with a use for the ingredients in the little bottle.

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Chad was surrounded by people as he sat in the hot tub.

As I exited the living room, stepping out into the chilly evening air, I located one of my targets—Chad Bingham, Jr. Chad was sitting in a hot tub with several scantily clad women, enjoying the company. I noticed a white-suited waiter pick up a glass next to Chad and take it back to the bar. I began to formulate a plan. There were too many people around to take out Chad where he was—and it didn't seem like he was going anywhere soon. Therefore, I had to give him a reason to get out of the hot tub. Returning to the bar, I stood next to Chad's glass, took out the aphrodisiac, and added some to his drink. Shortly thereafter, the waiter returned for the glass and took it to Chad. Soon after, Chad got up and followed one of the women inside. I pursued at a

distance as they walked through a doorway near another hot tub.

I followed Chad as he left.





This photographer's clothes got me around the place.

As they turned to enter another part of the building, presumably with beds, I sneaked into a waterfall that contained a small passageway leading to the grotto. There was a man sitting with his back to the other side of the waterfall, and by the look of him, he was one of de Havilland's photographers. Checking the map and the area to make sure no one was looking, I sedated him with the syringe and then pulled the body back into the waterfall area, where I relieved him of his suit.



Chad headed down to a lower level.



This was a perfect setup for a hit.

With a disguise, I could continue to follow Chad and his friend. As I walked past one of the working girls in the hallway, she gave me a strange look, as if she recognized me. I continued down the hall and caught up with Chad as he left a bedroom. Instead of returning to the outside hot tub, he walked through a door at the end of the hall. Staying a discreet distance behind, I followed him to a small balcony overlooking the water below. Seeing an opportunity, I quietly walked behind him and gave him a shove—over the short wall he went. One objective was completed.

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The ledge was narrow, but it worked.

I hid behind this wall, waiting for a guard to come out to fix the box.

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From the balcony, I could see another balcony. A ledge ran along the side



of the mountain between the two. I hopped over the balcony wall and carefully headed to the opposite balcony. This was the staff floor, and after looking around a corner, I could see several guards walking around inside. I also noticed a utility box. I broke it and quickly hid behind one of the walls to wait. A guard in a black suit came out to fix the box. I sneaked up behind him with the fiber wire and took him down. After dragging the body over by a container, I took his pistol and his suit before hiding the body in the container.



No one can resist a sausage.



This door led to an elevator.

With my new suit, I entered the staff area and headed to the staircase, ascending to the first floor. Exiting out into the kitchen, I looked around and saw a sausage lying on the counter. You never know when a snack will come in handy, so I pocketed it and left the kitchen, heading for the grotto. With a guard's black suit, I could go anywhere—in fact, the other guards waved me right in. Continuing through the grotto and on to the door with the two guards posted on either side, I eventually arrived in a hallway leading to an elevator.



Here was the videotape I needed to get.

After the doors opened, I entered the elevator and selected the studio floor. Once I arrived, I exited the elevator and took a look around. This floor contained the studio, a media room, and de Havilland's bedroom. I noticed de Havilland and his little dog walk past me into the bedroom. A guard stood by the door. I wanted to avoid being seen near de Havilland alone, so I decided to go for the videotape first. Plus, that dog could have been a problem, since it yipped as

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it came near me. A few guards walked in and out of the media room while one stayed behind. I found the videotape I was looking for on a desk and waited until the guard was looking away before stealing it.



The sausage was too much for the dog.



I was searched before I could go onto the helipad.

It was time to leave. I returned to the elevator and pressed the button that took me to the helipad. After a short

walk through a break room, I was stopped

by a guard near the door leading out onto the helipad. He wanted to search me. I was still carrying the pistol that belonged to the guard whose suit I was wearing; however, a guard was supposed to have a pistol. The guard with the metal detector said he couldn't let me pass with a

weapon, so I surrendered the pistol to him. I had one just like it back at the hideout.
Once he had the gun, I walked out to the waiting helicopter and flew away to safety.



Another push resulted in another kill.

By this time, de Havilland and his dog were headed for the studio. I noticed the guard by the door had gone for a bit, so I sneaked into the bedroom unnoticed. I pulled out the sausage, placed it near the door to the restroom, and laced it with sedative. That took care of the dog. I then hid in the restroom, waiting for de Havilland's return. Keeping track on my map, I saw the target enter the bedroom with his dog in tow. He continued out onto the balcony while his dog ate the sausage, ran a bit, then keeled over, unconscious. I exited the bathroom and sneaked up behind de Havilland. A quick push and he was over the ledge, falling to his death—another unfortunate accident. Before leaving the bedroom, I waited by the door for the guard outside to leave, then made my exit.



This was the way to end an assignment.

ASSASSINATION 101

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#### **ALTERNATIVES**

#### THE SECURE ENTRANCE



Instead of heading up the main elevator to the party, I could have used the staff entrance. After waiting for the patrolling guard to walk away, I could approach the security booth. When the guard came out to stop me, I could head-butt him, take his pistol, holster it, then beat him to death. After throwing his body into the water and turning off the laser sensor, I could then take the elevator to the staff level.

#### **A BLACK SUIT**

On the staff level, there was a guard in the wine room sitting with his back to the door. It would be easy to come up behind him, sedate him with a syringe, then hide his body



behind the wall of wine before taking his suit and pistol.

#### THE GLASS-BOTTOMED HOT TUB

From the balcony on the staff level, I could take a pistol and shoot at the seethrough bottom of the hot tub. Everyone inside would wash down to their deaths below.



Quickly holstering the pistol would prevent the guards rushing out onto the balcony from suspecting me.

#### STEALING THE SURVEILLANCE VIDEO



The videotape for the surveillance cameras was in an office on the second floor with two guards watching it. By planting a remote bomb on the table in the adjacent room, I could create a diversion. Standing next to the tape player, I could then detonate the bomb. While the guards rushed out to see what had happened, I could then grab the tape before they came back.

#### **BOMBING DE HAVILLAND**



There were two ways to kill de Havilland with a bomb. First, after entering his bedroom, I could plant a remote bomb on the light post at the corner of his balcony. While he was out on the balcony, detonating the bomb would take him out.



The other way would be to climb onto the catwalk above the photo shoot in the studio and place a bomb on the light bar. Then when de Havilland came to watch, I could detonate the bomb, and the bar would fall and kill him.

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PRIMA OFFICIAL GAME GUID



# HITMAN<sup>®</sup> BLOOD MONEY

## MISSION 08: DEATH ON THE MISSISSIPPI

#### **MISSION BRIEFING**

#### OBJECTIVES

ASSASSINATION

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- Kill Skip Muldoon
- Kill the Gator Gang
- Retrieve pictures
- Escape via the rescue boat

#### **TARGET INFORMATION**



WEIGHT: 345 lbs

HAIR: BLACK

AGE: 41

**SKIP MULDOON** 

Skip is a portly and surly bastard from a small Tennessee town with 100,000 people—and only 12 last names. He is running a tourist attraction on the Mississippi, the old paddle steamer *Emily*, which works as a nice cover for the boat gang's drug smuggling operations. He's a proud captain of this old steamer and makes sure that it's in tip-top shape and polished up. He has a relationship with all the VIP waiters. He also has a very sweet

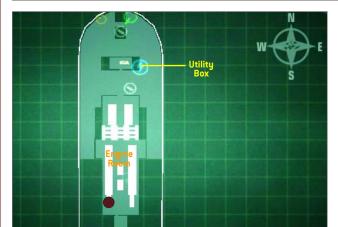
tooth and a passion for cakes with a lot of whipped cream.

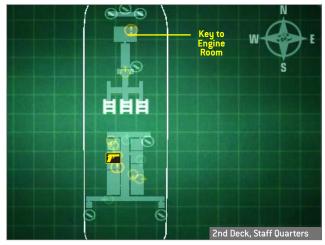
#### THE GATOR GANG



Muldoon's gang makes the *Emily* its base of operation. It has six members, and all are targets for this hit—Everett Jefferson, Junior O'Daniel, William S. Corfitz, Adam Hendrickson, Joe Netberg, and Elijah Krup. Most of the gang act as Muldoon's personal bodyguards and stay with him on the top deck while two of them keep track of other operations on lower decks.

THE LOCATION





#### LEGEND

Red text: "Making the Hit" Items
Yellow text: "Alternatives" Items

Target

**G**uns

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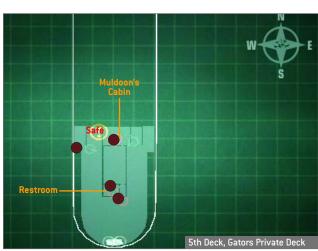
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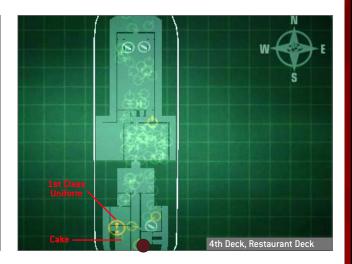
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SPOILER

PRIMA OFFICIAL GAME

1st Deck, Engine Room





## SUGGESTED WEAPONS AND EQUIPMENT

Standard equipment

Silverballer with silencer and low-velocity ammo

Stealth was important on this assignment. Since I had to get past a guard with a metal detector on the top deck of the boat, it was best to travel light. As usual, I only took my silverballer and the standard equipment. There were weapons available on the boat, including a high-powered rifle that I wanted to add to my collection.

#### **MAKING THE HIT**

#### **ASSASSIN ON DECK**



The stairs at the bow of the boat led to the third deck.

After boarding the *Emily*, I watched the crew get underway. The sailors on the first deck took patrols going around the deck. It was going to be tough to take out a sailor and steal his uniform without being seen by another sailor on the first deck or one along the railings on the upper decks. Therefore, I headed up the stairs at the front of the boat to the third

deck, where the cabins were located. My first task was to acquire a disguise to let me roam around the boat. I decided that a sailor was my best option.

#### SAILORS

The sailors were the main class of guard on the steamboat and patrolled all of the decks with the exception of the top deck. They were armed with pistols.





I had to act quickly, since a woman was headed toward the outer walkway to hang around for a while, ruining my chance until much later.

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#### $\gg$ TIP $\ll$

When throwing bodies or pushing people overboard, I made sure that I was next to a railing at the edge of the boat so that the body did not fall onto a lower deck, where it might have been discovered.

I noticed that sailors patrolled up and down the walkways on the outside of the boat, right along the railings. I waited at the corner along the starboard (right) side of the boat in front of the paddle wheel. One of the sailors stopped there for a break. I quickly took him out with my fiber wire, changed into his outfit, and threw his body over the railing into the water. It was a good thing I'd acted quickly, since a woman came onto the deck just as I completed my task.



There went the Gator on the third deck.



Pushing the Gator overboard not only killed him, but also got rid of the body.

I headed back inside through the door by the woman and caught sight of one of the Gator Gang members heading out the door on the port (left) side of the boat. Thinking I might as well take care of this now, I followed him. He stopped and leaned over the railing, looking at the river below. With a push, he was in the river. That was one Gator gone.

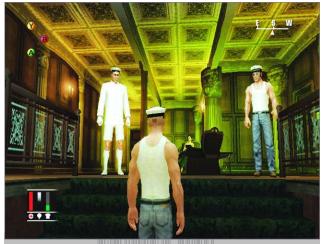
#### **PURSERS**

Pursers were the ones who took care of the guests on board the boat. Standard pursers could be found mostly on the third and fourth decks, but they were not allowed in the VIP section. Only first-class pursers, identified by their cap and shorts, were allowed in the VIP part



of the fourth deck, as well as on the top deck to personally attend to Captain Muldoon.

#### **VIP (VERY IMPORTANT PURSER)**



Sailors were welcome in the VIP section.



Rooms for staff usually have uniforms I can use for a disguise.

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This first-class purser's uniform was my ticket to the top deck.

There was nothing else for me to do on the third deck, so I headed toward the stern (back) of the ship. There, a large staircase led to the VIP section of the fourth deck. A firstclass purser and a sailor waved me in without any trouble, so I walked through a side door into the central hall. After looking in a door labeled "private" and being shooed away by a purser, I entered the "staff only" room. There was another sailor in the room with his back to the door. As I looked around, I found a first-class purser uniform by the closet. I waited for the sailor to leave, then changed my disguise.

This cake would be the death of someone.





Another gator is about to go overboard.



By putting my weapons in this container, I knew that no one would take them while I was gone.

Having noticed a cake in the galley (kitchen), I returned to the "private" room. The purser now told me to hurry and take the cake up to the boss. I picked up the cake and headed out the door leading to the outside walkway. I noticed another Gator Gang member here. When he was standing next to the railing, I put the cake down and gave him a shove, sending him overboard. Before picking up the cake, I poisoned it with the syringe. I also placed my silverballer and the pistol I took from the sailor in the container between the two staircases. I knew

security was tight on the top deck.

I was checked for weapons by a Gator.





I sat the cake down on the desk so Muldoon could have some. I don't think it agreed with him.

With the cake back in hand, I headed up the stairs to the top deck. A Gator Gang member stood guard by a door, armed with a 12-gauge shotgun. As I approached, he let me know he was going to search me and took out a metal detector. Glad I had left the pistols behind, I walked through the door and headed to the captain's cabin at the opposite end of the boat. As I placed the cake on the desk, Muldoon

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walked in and took a taste. Within seconds, he was dead on the floor. Since the Gators patrolled this area, I quickly dragged the body into the bathroom. A purser was taking a shower, but I figured he'd be in there for a while and not

notice a body. I also picked up and holstered Muldoon's desert eagle pistol.

I needed to hide Muldoon's body since the gators patrolled through his cabin.



Next, I headed into the side room, where I found the safe. It was not locked, so I opened it and took out the pictures I'd been hired to retrieve. After checking my map, I noticed a Gator in the next room. I couldn't be caught here, so I picked the locked door and headed out onto the walkway. Now I had to get rid of the three Gators on this deck. A purser stayed around the area where I exited from the side room. When the Gator came out as well, he took a position along the railing. I waited for the purser to start to walk away, so he was not looking, and with a push, I was rid of another Gator.



I followed this Gator into the john and then took him out.

I headed back into the side room and continued through the captain's cabin to the dining area. A purser was in there taking care of the food. At the opposite end, a Gator took a drink, then headed for the restroom near the entrance. I followed him in and used the fiber wire to take him down while he was occupied.



This guard was the last Gator on the top deck.

The only Gator left on this deck was the guard at the door. I walked out and turned right, waiting until the Gator turned his back toward me. That gave me the opportunity to use the fiber wire once again. I quickly pulled the body into the restroom with the other Gator and turned off the lights.

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**GATOR HUNTING** 

Here were the pictures.



Another Gator went in the river.





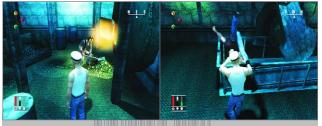
After changing back into the sailor disguise, I headed to the lower decks.



After eliminating the guard, I hid the rifle in the case.

I headed back down to the fourth deck and retrieved my pistols. Continuing through the galley, I stopped in the staff room to change back into a sailor disguise. I then headed back down the large staircase from the VIP section to the third deck. I proceed down another staircase to the second deck. This was where the crew quarters were located. My map showed something of interest in one of

the rooms, so I decided to take a look. A single sailor stood guard inside next to a high-powered rifle. I waited for the sailor to move away from the rifle, then I sneaked up behind him and sedated him with a syringe. I hid the body in the container inside the room and picked up the rifle. I was sure to be caught walking around the boat with this thing, so I picked up the rifle case and placed it inside. I also grabbed some rifle ammo while I was there.



The engine room was a dangerous place. A lot of accidents happened there—like this one.

Now there was only one more Gator left, and he was down in the engine room. I took one of the staircases near the stern down to the first deck and continued into the engine room. There were a couple of engine workers and the last Gator. I waited for him to stop next to a railing overlooking one of the giant pistons, and I placed the rifle case on the deck. When no one else was looking, I came from behind and pushed him over the railing and into the workings.



It was time to leave.

After retrieving the rifle case, I exited the engine room. Since most of the bodies had been thrown overboard, and the rest hidden, no one suspected anything was wrong. I strolled to the little boat at the stern of the steamboat and made my escape.

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#### **ALTERNATIVES**

#### STARTING ON THE FIRST DECK

While it would be a bit tougher, I could do more on the first deck at the start of the mission. By breaking the utility box, I could lure a sailor down from the central walkway and then enter the office to find a key to the engine room.

With the key, I could quickly get into the engine room, where I could slowly proceed aft (to the rear), watching for the machinists and the Gator, and using the boilers and other machinery to hide behind.



Once in the hall past the engine room, I could hide in the closet and wait for a sailor to show up. As he left, I could follow and take him out with the fiber wire on the outer walkway. This would provide a disguise and leave my designer suit near the escape boat, so I could pick it up on my way out.



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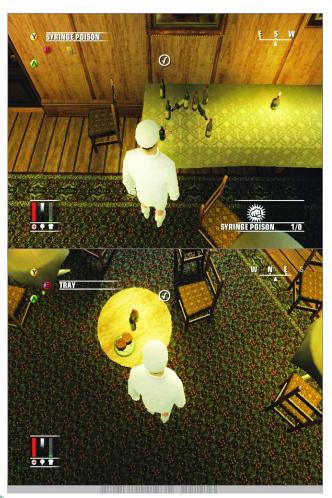
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#### **EXPLOSIVE CAKE**



Rather than poisoning the cake, I could plant a remote bomb in it. After leaving the captain's cabin, I could watch the map to see when Muldoon walks over for a taste—then detonate the bomb and kill him.

#### **POISONED GATORS**



The two patrolling Gators on the top deck liked to stop in for a bite during their rounds. By poisoning both the bottle by the door and the cakes a purser brings up, I could get each of these Gators.

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## HITMAN

BLOOD S MONEY

## MISSION 09: . . . TILL DEATH DO US PART

#### **MISSION BRIEFING**

#### **OBJECTIVES**

- Kill the groom (Buddy Muldoon)
- Kill the father of the bride (John LeBlanc)
- Ensure the safety of the bride, Margaux LeBlanc
- Escape

#### **TARGET INFORMATION**

#### **BUDDY MULDOON**

HEIGHT: 5'10"

WEIGHT: 161 lbs

HAIR: BLACK

AGE: 37

Hank "Buddy" Leitch Muldoon is the rather dimwitted son of a recently deceased bayou smuggling lord. Rumor has it that he has taken over his father's business. He adores his new wife and looks forward to the wedding cake and to bedding someone outside his own family.

#### JOHN LEBLANC

**SAFEGUARD** 

MARGAUX LEBLANC

HEIGHT: 6'1"

to himself.

HEIGHT: 5'5"

WEIGHT: 347 lbs

WEIGHT: 105 lbs

HAIR: GRAY

HAIR: RED

Margaux LeBlanc runs the show on the island. As the only daughter of John LeBlanc, she has been brought up in a criminal man's world. And while friendly, she is rumored to be as ruthless

as her father is insane. No harm must come to Miss LeBlanc.

John LeBlanc's long-term involvement in organized crime has left

him paranoid to the point where he can hardly function. While unhappy with his daughter's choice in a husband, he is grateful for her handling of the day-to-day business. He now spends most of his time watching TV and wandering the premises mumbling

AGE: **64** 

AGE: **32** 

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#### THE LOCATION









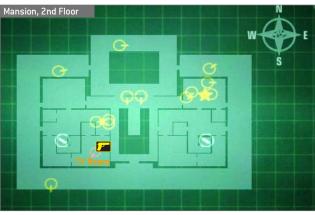
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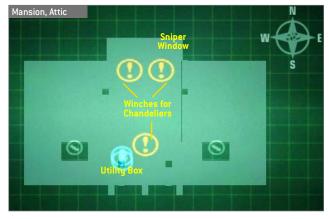


#### SUGGESTED WEAPONS **AND EQUIPMENT**

- Standard equipment
- Silverballer with silencer and low-velocity ammo
- Cratt Schultz lock pick

This mission could have turned ugly really quickly. Therefore, I was glad I brought along my silverballer. I also added the Cratt Schultz lock pick to my standard equipment. Though it was pricey, the time it saved in picking locks and avoiding being caught was worth it.





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#### **MAKING THE HIT**

#### **WEDDING CRASHER**



This guest was not looking so well.

I arrived on LeBlanc's island in the middle of the bayou. By the sound of it, there was already a party going on. Some locals were taking pot shots at alligators in the water off the dock. While I did bring a silenced pistol, I could have probably gotten away with shooting without a silencer due to their racket. My designer suit did not help me fit in with the guests, so I needed to get a disguise. Before taking out

one of the men by the dock for his clothes, I decided to look around.



I had never been to a bayou wedding before and was in for a treat.

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I did not even have to sedate the guest before taking his suit the alcohol had done it already.

As I headed toward the mansion, I saw a guest who had a little too much to drink—he was getting sick on the grass. It looked like I had an easy target. I watched him walk into a burned-out shack, then followed. By the time I entered, he had already sat down and dozed off. I not only took his clothes and six shooter, but also his party invitation, which would allow me to get into the wedding celebration. With my disguise, I proceeded to the mansion.

#### GUARDS

There were lots of guards all about the grounds, as well as inside the mansion itself. They were either armed with six shooters or twelvegauge shotguns. Since they were all over the island, one of these disguises would have allowed me to go anywhere.





I was in a hurry to stop the wedding, so I didn't have time to pause for a dance.

Passing by guests involved in dancing or fist fights, I noticed a guard standing next to a bell. I figured that the bell

would probably ring to announce the beginning of the wedding. I wanted to take care of business before the wedding took place. No need to make the bride a widow on her wedding day—just a sad fiancé. I continued into the mansion past a couple of guards at the front door.

#### A MAN OF THE CLOTH



I followed the preacher to an empty room.



I didn't want to kill the preacher—just knock him out.

Upon entering the mansion, I saw the preacher coming out of the banquet hall and heading into the kitchen. I decided the best way to prevent a wedding from starting is to keep the preacher from having the bell rung. Making sure no one was looking, I followed the preacher into the kitchen, then quickly down a hallway. Before entering the hallway, I waited for a guard to turn around so he would not see me. I found the preacher in the library, having a little drink. I decided to give him something stronger—sedative from a syringe. The preacher disguise would be even better than just a guest, so I took his suit and hid the body inside the closet. Before leaving the library, I picked up the preacher's boat keys and Bible, which I discovered was hollow. It could be used to hide a remote bomb if I wanted to.

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#### **DOUBLE DEATHS**



I felt the cake needed an additional ingredient.

Upon exiting the library, I returned to the kitchen and saw the groom having an early taste of the wedding cake. That gave me an idea. Once he left and I made sure no one else was around, I took out a syringe and injected poison into the cake. That would teach him not to mess with a wedding cake before the reception.



I waited outside for LeBlanc to take his walk.



The guards did not even give me a second look as I followed LeBlanc to his final resting place.



I could have killed LeBlanc after he left the grave and fed the alligators by pushing him into the water to be eaten.

However, there were a lot of guards around, and I did not want to get caught.



I now had to deal with John LeBlanc. He spent a lot of time on the second floor watching television. Occasionally, he would leave his room and head out to the area behind the mansion. There were three guards standing just outside the door to his room, so I decided to follow him during his walk. A preacher talking to the bride's father would look perfectly normal. LeBlanc headed out toward a guard post built out on a dock. He picked up a bucket of chicken for feeding the alligators, then continued to the family graveyard. LeBlanc stopped in front of an open grave belonging to his recently deceased brother. No one was looking, so it was easy to push him into the grave. Because of his physical condition, the fall killed him.

#### SKIPPING THE RECEPTION



The preacher's boat was docked in the eastern boathouse.

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I had already knocked out a preacher—I figured I wouldn't be in much more trouble if I stole his boat.

With LeBlanc's body already hidden, I went back toward the mansion. The groom had already sneaked into the kitchen for some more cake and died from the poison. Therefore, I decided to leave the wedding and the bayou altogether. With the preacher's boat key in hand, I headed to the boathouse east of the mansion. The guards did not even stop me as I climbed onto the boat and made my escape.



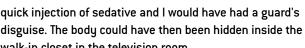
#### **ALTERNATIVES**

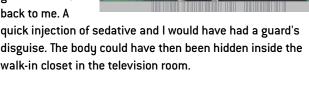
#### KILLING LEBLANC IN HIS ROOM



While it would have been tougher, I could have killed LeBlanc while he was watching television. I would have waited until he headed outside, then entered the washroom on the first floor of the mansion. I could have done this in either the preacher or guest disguise. After picking the lock of the door inside the washroom, I would have had to wait for a guard to walk by to the left, giving me an opportunity to move quickly for the staircase leading up to the second floor.

At the top, I could have turned left and picked another lock in the first door on my left, then entered a hallway containing a guard with his







The other closet would have made a great hiding spot, too. It would have just been a matter of waiting until LeBlanc returned, then sneaking up behind him for an injection of poison.

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#### THE ELEPHANT RIFLE



In LeBlanc's television room hung his elephant rifle. Had I wanted to add it to my collection, I could have taken it either after killing him in that room or while he was gone. To make sure it got back to the hideout, I would have placed it in the container south of the eastern boathouse. Taking care of this before any bodies were found would have prevented the guards from shooting at me-and I would have only attempted this while in a guard's uniform with the rifle carried in my left hand so I would not appear to be a threat.

**SNIPING THE GROOM** 



By taking the elephant rifle up to the attic and standing near the northeast window, I could have shot the groom during the wedding ceremony. Since guards would be rushing up to the attic, it would have been a good idea to drop the rifle and get away from the scene.

#### ATTIC AMBUSH



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One way to get a guard's disguise would have been to lure a guard up to the attic. By going through the washroom as mentioned earlier, it would not have been too tough to get to the stairs that led up to the second floor and then the attic. Breaking the utility box would cause a guard to come up and fix it. The crates in the attic could have been used to hide behind while the guard approached the box. Then it would only have been a matter of taking him out and changing into his suit.

#### **BOMBS GALORE**



It would have been pretty easy to use bombs to take out either target. If I had brought two bombs, I could have killed both men in that manner. The winches for all the chandeliers were up in the attic. The southernmost winch held aloft the chandelier over the main staircase. When LeBlanc returned from his walk, I could have detonated the bomb while standing somewhere in the same room so I could see when he was under the chandelier.

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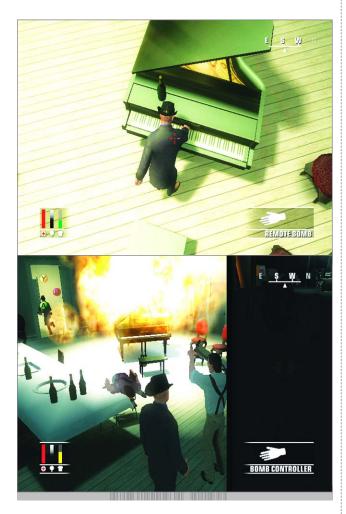
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#### $\gg$ TIP $\ll$

When controlling two bombs, the remote detonates the first bomb placed with the first push of the trigger, then the second bomb with the next push.



After the wedding ceremony, the groom would return to the banquet hall and stand by the piano. A bomb placed on the northwest winch would bring a chandelier crashing down on the groom while his bride was a safe distance away.



Had I not been worried about additional casualties, I could have placed a bomb right on the piano while everyone was at the wedding ceremony, careful to keep my back to the guards so they could not see me do it. Then when the groom walked over by the piano—kaboom!

#### $\gg$ TIP $\ll$

I could also have put bombs in the hollow Bible or one of the gifts around the area. I could have then placed the concealed bombs wherever the targets would be positioned.

#### DON'T FORGET THE SUIT



Since I really like my designer suit, I should have headed back to the burned-out shack to change back into it. While I could not get to the preacher's boat without his suit, I could have just left the island on the boat I borrowed to get there in the first place.

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## $H I T M A N^{*}$

BLOOD & MONEY

## MISSION 10: A HOUSE OF CARDS

#### **MISSION BRIEFING**

#### **OBJECTIVES**

- Kill the scientist
- Kill Hendrick Schmutz
- Steal the blood diamonds being used as payment

#### TARGET INFORMATION

SHEIKH AL-KHALIFA

HEIGHT: 5'10"

WEIGHT: 327 lbs

HAIR: BLACK

AGE: **54** 

Al-Khalifa is a Saudi sheikh and the CEO of Arabian Pharmaceutical, a corporation suspected of manufacturing and exporting illegal biological agents. The sheikh is due to arrive at the Shamal Hotel tonight. He intends to purchase DNA specimens from a private dealer.

#### TARIQ ABDUL LATEEF

HAIR: BLACK

AGE: 47

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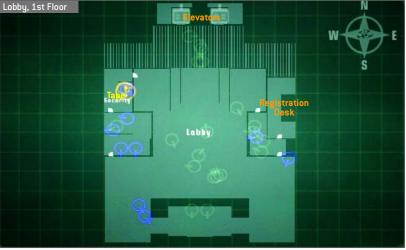
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Kill Sheikh Al-Khalifa

- Escape through the fire exit to the back alley

HEIGHT: 6'0"

WEIGHT: 161 lbs

The brains behind APRIX, Lateef is an eccentric and reclusive

scientist. He prefers to live and work in isolation and is compulsive about the integrity of his work. He's on hand to

confirm the authenticity of the DNA specimens being purchased by his employer, Sheikh Al-Khalifa.

**HENDRICK SCHMUTZ** 

HEIGHT: 6'0"

WEIGHT: 205 lbs

the sheikh later this evening.

HAIR: **BLOND** 

A South African white supremacist, Schmutz arrived yesterday at the Shamal Hotel. He intends to sell DNA specimens and research

papers to Sheikh Al-Khalifa. He keeps the specimens and papers in a briefcase in his hotel suite and has arranged a meeting with

AGE: **39** 

THE LOCATION

**LEGEND** 

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Target

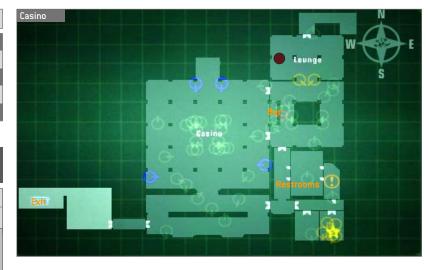
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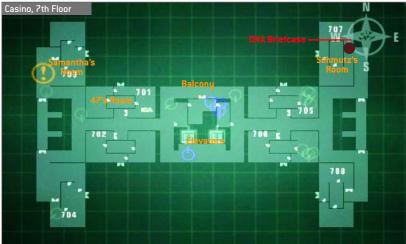
## SUGGESTED WEAPONS AND EQUIPMENT

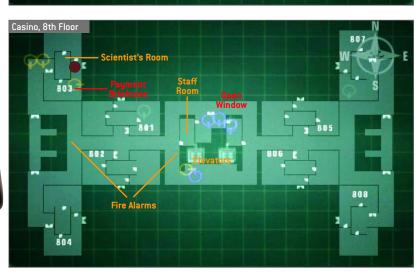
Standard equipment

Silverballer with silencer and low-velocity ammo

Because this mission involved a crowded area with lots of security, I stuck with my standard equipment and silverballer. I had arranged for the agency to leave a pickup container in my hotel room so I could have any weapons placed in it retrieved after the mission.







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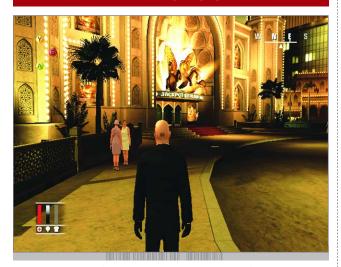
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PRIMA OFFICIAL GAME GUIDE

#### **MAKING THE HIT**

#### **VIVA LAS VEGAS**



The bright lights of Las Vegas were a big change from the missions in the bayou.



I checked into the hotel at the reservation desk.

Upon arriving at the Shamal Hotel, I walked in through the front entrance and proceeded to the registration counter. The lady there welcomed me and gave me my keycard for room 701. She also told me that keycards were floor specific. I could only access the floor for which I had a keycard. Therefore, I needed to acquire other keycards to get to other floors.





The lounge was located off the northeastern corner of the casino floor.



Bartenders were helpful.

Before heading to my room, I checked out the casino area. It was typical, so I continued to the lounge area, where I knew the transfer was going to take place. The sheikh had not arrived, but Schmutz was already having a drink. I waited until he headed for the restroom, then I talked to the bartender. Pretending to be looking for a friend, I described Schmutz to her. She told me he had just left and gave me his room number—707.

#### GUARDS

There were two main types of guards—security guards and bodyguards. The security guards roamed throughout the hotel while the bodyguards stayed near the sheikh and the scientist. All guards were armed with pistols.



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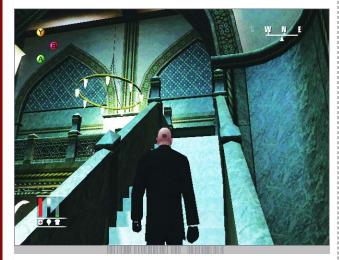
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#### ACCESS TO THE EIGHTH FLOOR



The elevators were at the top of the lobby staircases.

My room key would only allow me to go to the seventh floor.

Because it seemed like Schmutz would be in this area for a while, I left



the lounge and returned to the lobby. Once there, I headed up the staircase to the elevators and took one to the seventh floor. There was no reason to go to my room yet, so I decided to see about getting a keycard for the eighth floor, which I knew was where the scientist was staying. Staff members only carried keycards for the floor on which they worked. However, that keycard could open any door on that floor. The only problem was getting up to the eighth floor to get a card.

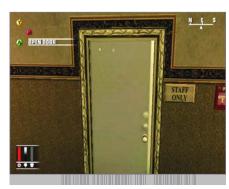


While the staff member was smoking, I headed up to the next floor.

I noticed a public balcony on the north side of the hotel. Upon exiting onto the balcony, I found one of the staff taking a break. While he was looking out over the city, I climbed up a trellis to a ledge, then sidestepped along the ledge to an open window.

After crawling
through the
window, I was on
the eighth floor.

I figured the best place to find a uniform was in the staff room.





I not only got a keycard for the eighth floor, but also a disguise.

I walked around to the staff room on the western side of the central area. After making sure there was no one in the hall who could see me, I sneaked in and found a member of the staff with his back to me. I quickly took out the syringe of sedative and injected it into his neck. After changing into his suit and taking his eighth floor keycard, I hid the body in the container and exited.



By killing Schmutz, I not only completed one of the hits, but also scored a disguise, a weapon, and the DNA briefcase.

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PRIMA OFFICIAL GAME GUI

#### DNA HEIST

After taking the elevator to the seventh floor, I thought I would pay a visit to Schmutz. Because I did not have a keycard to his room, I waited in my staff disguise outside his door. Checking my map, I noticed that when the sheikh arrived, Schmutz headed up to the seventh floor to get his briefcase for the trade. As soon as Schmutz arrived and opened his door, I followed him in. With a quick motion, I pulled out a syringe of poison and injected it into the target. He instantly went down, allowing me to change into his clothes. I also picked up his room keycard and his silenced pistol. The briefcase with the DNA was in the room as well.



I was almost ready for the trade with the sheikh, but I needed to do something on the eighth floor first.

The plan for how I would complete the assignment was beginning to take shape in my mind. I assumed that Schmutz would be searched for weapons when he met the sheikh, so I had to make sure I had nothing on me. However, the sheikh would be well guarded, and I may not be able to poison or strangle him easily. I needed someone to bring a weapon to me. The scientist had the briefcase with the payment—diamonds—but he never left his room after he arrived. If I could get a weapon into the diamond briefcase, then plan a surprise for the scientist, I would be set.

#### THE PLAN IN ACTION

A bomb in the DNA case would be a surprise for the scientist when he opened it.





The agency pickup box contained additional goodies for me, including another remote bomb and a TMP submachine gun. Those would come in handy in case of trouble, but I did not currently need them.

I headed to my hotel room, placed a remote bomb in the DNA briefcase, and left it in the room before I returned to the elevator. With the keycard I had obtained from the staff member, I had no trouble passing by security on the eighth floor. Now I had to get into the scientist's room, which was well protected by several bodyguards. It was then that I noticed the fire alarm on the wall. That would be the way to clear the room so I could get in. After making sure no one was looking, I pulled the alarm.

By pulling this alarm, I could clear out every room on the floor.





I placed the SLP .40 S silenced pistol into the payment briefcase while in the scientist's room.

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The scientist and his bodyguards fled the room as the fire alarm sounded. I advanced to room 803. There was no one around because everyone on the floor had assembled near the elevators. I used the key card I had taken from the staff member and entered the room. Near the television, I found the payment briefcase filled with diamonds. Rather than steal it, I hid Schmutz's silenced pistol inside of it. Not wanting to be caught in the room when the scientist and his bodyguards returned, I exited the room and headed to my room—701. There, I placed my silverballer in the pickup container so I would not have to replace it when I left it behind. I picked up the DNA briefcase and headed to the lobby.

baller in Be it when wi eaded to go

With the DNA case back in hand, I took the elevator down to the lobby, then went to the lounge to meet with the sheikh.



I had to undergo the obligatory weapon search.

Though entertainment was provided while we waited for the courier, I wasn't in the mood.



From the lobby, I proceeded to the casino, then to the lounge. The sheikh had reserved his own private area. As I approached to enter, a couple of bodyguards stopped me and used a metal detector to look for weapons. Because I was no longer carrying a pistol, they let me pass. I walked to where the sheikh was seated and let him know I was ready to trade. He insisted that the DNA be verified before payment was made. While we waited for a courier to arrive with the payment, we were entertained by a belly dancer. Because the sheikh was sitting with his back to the wall, with two bodyguards on either side behind blinds, he was going to be a tough target to take down.



The courier arrived, dropped off the payment briefcase, and took the DNA briefcase.



The hit on the sheikh was a thing of beauty—reminiscent of a western quick draw.

After a while, the courier arrived with the briefcase containing the payment—and the silenced pistol. The belly dancer left us alone as the courier returned to the eighth floor with the DNA briefcase. If I had tried to leave with the diamonds before the sheikh received word from the scientist, he would have ordered his bodyguards to kill me. Because I had rigged the bomb in the DNA case to blow up when opened, the sheikh would never hear from the scientist. Rather than waiting for an explosion, I moved next to the payment case and faced the sheikh. With one swift

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movement, I retrieved the silenced pistol, took aim, and put a bullet right between the sheikh's eyes. That was all it took. The bodyguards to either side did not see or hear a thing.



With the Sheikh dead, I grabbed the payment case and left.



Y PAYMENT BRIEFCAS

PLACETIEN

My job here completed, I holstered the pistol, picked up the briefcase with the payment in diamonds, and exited the lounge. I walked across the casino floor to the fire exit on the

western wall. After following a short corridor, I exited the hotel and advanced to my waiting car for a getaway with a bonus payment in my hands.

#### TIME TO GO

Rather than leaving through the front entrance, I left via the fire exit.



### **ALTERNATIVES**

#### **ASSASSIN IN THE RESTROOM**



There was another way to get Schmutz. While it would've been riskier, it could've prevented having to wait for him to return to

his room. The place where I could have taken him out was the men's restroom near the lounge. First, though, the door to the staff room would have needed to be unlocked.



Timing for this type of hit would have been critical.

There was a hotel guest who kept coming back into the restroom. I could have waited for him to use a toilet, sedated him with the syringe, and hid his body in the corner by the door to the staff room. Then I could have waited for Schmutz to show up and strangled or poisoned him while he was using the toilet. Another option was to wait for both men to

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be in the stalls at the same time. I could have then poisoned Schmutz first, then sedated the guest.

A security guard occasionally walked into the restroom, as did a bodyguard after the sheikh arrived. Therefore, I would have had to take care of this when I got into the hotel even before checking in.

While leaving the unconscious guest would not cause problems because a guard would just wake him up, hiding Schmutz's body would be a necessity. For that, I could have

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used the container in the adjacent staff room, waiting for the staff member who walked in routinely to leave.

#### **SAMANTHA**

Instead, when entering the casino floor from the lobby, I would

have had to head through the doors on the right and advance along the hall next to the restrooms to get to the lounge.

I could have skipped checking in and still accessed my hotel room. In the hall toward room 703 on the seventh floor, I would have met an intoxicated woman by the



name of Samantha. She would have given me the keycard to her room. From her balcony, I could have jumped to the balcony of my room and entered through the back door, which was not locked.

#### AVOIDING THE CAMERA



It would have been difficult to steal the videotape from the security office in the lobby without killing the guard there.

# DNA BRIEFCASE

The best way not to get captured on tape would have been to avoid the camera near the entrance to the lounge.

#### SILENT KILL ON THE SCIENTIST



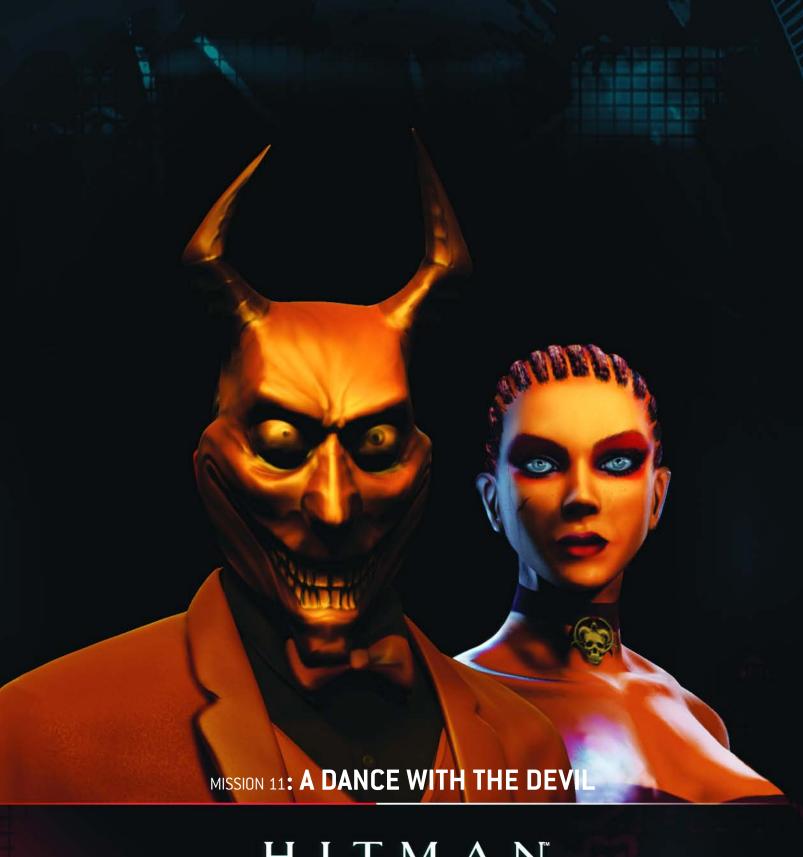
Rather than do the briefcase trade to get the scientist, I could have gotten him while he was taking the elevator to the eighth floor. When his limo pulled up, I could have gotten into the elevator on the left and climbed up through the hatch. After the scientist had entered, I could have used the fiber wire to strangle him from above and pulled his body up. The briefcase with the diamonds would have been mine.

I could have then taken the elevator to the seventh floor and dealt with Schmutz in his room as before. To take out the sheikh, I would have then placed a bomb in the DNA



case, and while waiting for the courier, stepped out into the lounge and blown it up.

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## HITMAN BLOOD & MONEY



## MISSION 11: A DANCE WITH THE DEVIL

#### MISSION BRIEFING

#### **OBJECTIVES**

- Kill Anthony Martinez
- Kill Vaana Ketlyn
- Kill Eve

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- Kill Maynard John
- Retrieve information from a laptop
- Escape

#### TARGET INFORMATION

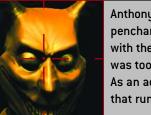
**ANTHONY MARTINEZ** 

HEIGHT: 5'10"

WEIGHT: 179 lbs

HAIR: BLACK

AGE: 43



Anthony Martinez used to be one of the good guys. But his penchant for fast cars and fancy nightclubs left him cavorting with the wrong company. At some point, an offer turned up that was too tempting, and now he's neck deep into arms smuggling. As an added bonus, he and Vaana have found a mutual interest that runs deeper than running guns.

#### VAANA KETLYN

HEIGHT: **5'7"** 

WEIGHT: 121 lbs

HAIR: RED

AGE: **35** 

Vaana is a woman of great renown in the Nevada desert area. At the age of 35, she has established an empire in her own right, and she has a flair for the dramatic. She's also an adept Escrima-style swordfighter. She earns a pretty penny on arms deals, which helps finance her high standard of living. Lately she has taken a liking to a certain less-than-straight CIA agent.

#### **UPDATED TARGET INFORMATION**

HEIGHT: 5'8"

WEIGHT: 115 lbs

HAIR: BLACK

AGE: 26

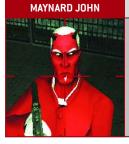
According to Eve's file, she likens herself to a spider. Luring her target into her web, she then moves in for the kill.

HEIGHT: 5'11"

WEIGHT: 198 lbs

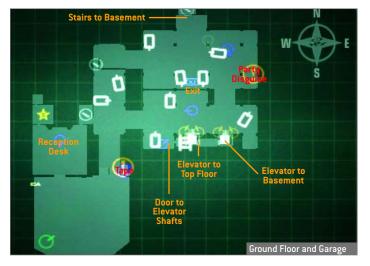
HAIR: WHITE

AGE: 41



According to his file, Maynard is an efficient killer. However, his flair for the theatrical sometimes makes his job more complicated than it has to be.

#### THE LOCATION









#### **LEGEND**

Drange text: Places of Interest

Red text: "Making the Hit" Items

Yellow text: "Alternative" Items

Target

**Guns** 

#### SUGGESTED WEAPONS AND EQUIPMENT

- Standard equipment
- Flexible flak vest
- Adrenaline
- Silverballer with silencer and low-velocity ammo

Since I was also a target during these missions, I found it important to carry some firepower and some protection. Therefore, I bought a flexible flak vest to take on this assignment. The nice thing about this vest was that I could keep it on even as I changed into disguises. I also decided to take along some adrenaline in case I was wounded during an unexpected engagement.



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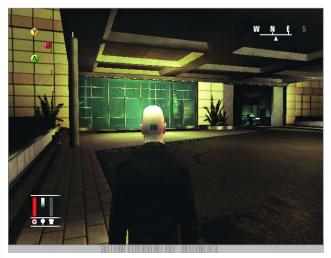
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#### **MAKING THE HIT**

#### **HIGH-RISE HOOPLA**



I had one more assignment before I could leave Las Vegas.

I needed to get the security guard to leave his desk.

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My assignment in Las Vegas took me to a tall building, where two different parties were



being held. Due to the nature of the parties, security was tight. Just getting into the building was tough, and it would take a disguise to get anywhere within the building. I decided to go right in through the front door into the lobby. A security guard was standing at the reception desk. I noticed a camera on the wall above him recording my entry into the lobby.



A little sedative, then I could take the uniform.



I took the stairs which led from the lobby to the parking garage.

After approaching the security guard, I asked him if he had found a briefcase that I had left there. I eventually convinced him to go look for it in the back room. As he turned to walk away, I followed him through a security office and into a small room. While he still had his back to me, I pulled out a syringe and injected sedative into the guard, knocking him out and providing a disguise for me. With the uniform on, I returned to the lobby and turned to the left. I walked past the reception desk to a door that lead to a stairway. I descended the stairs and exited through a door into the parking garage.

#### SECURITY GUARDS

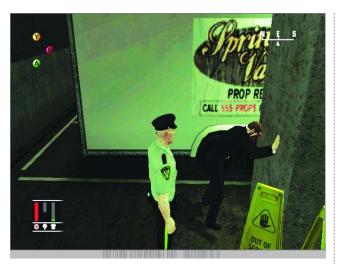
Security guards patrolled the main entrance to the building, as well as the parking garage area. They were armed with pistols and reacted to anyone in the parking garage who did not belong.



These elevators with the guards led to the parties.



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If I had tried to touch this sick guest, guards would have been all over me.

Ahead of me, I could see masked guards standing in front of the doors to a pair of elevators. Obviously, the elevators were the way to get to the two different parties. As I approached the elevators, the party guards waved me off. I needed another disguise. I began looking around the parking garage to see what I could find. I came across a guest getting sick by one of the trailers. He was definitely dressed for the hell party. I considered knocking him out and hiding his body in a nearby container. However, the party guards by the elevator had a direct view of the guest, so I couldn't take him out without them coming at me with weapons blazing.

#### PARTY GUARDS

Party guards were stationed at the elevators that led to the two parties, as well as within the parties themselves. Armed with pistols, these guards were specific to each party. Therefore, a disguise for one party would not have gotten me into the other party.





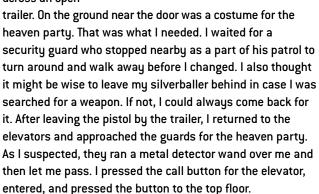
I had to wait until the patrolling security guard was not watching me before changing.



This disguise worked.

To get to the top floor's heaven party, I needed to use the elevator on the right—after a search for weapons.

As I continued my search, I came across an open



#### **UP TO HEAVEN**

There was definitely a lot to look at in the ballroom.

Since the building was quite tall, it took some time to get to the top floor. However,

once I arrived, I was ready to get the job done. After exiting the elevator, I walked straight ahead past some more party guards, then continued through a set of double doors. In the main ballroom, costumed men and women mingled and

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listened to an angelic singer. At least she looked like an angel—her voice would never even make a school choir.

The bartender gave me some interesting information that helped save my life.

As was my usual practice, I headed over to the bartender to

see what I could learn from him. He commented on the singing and told me that the original singer had suffered a fatal accident, and the current singer was a replacement who stepped in at the last minute. I found that too much of a coincidence. I decided to pay close attention to the singer.



There was my target in the demon mask.

I knew that Anthony Martinez was somewhere on this floor. However, with everyone in a mask, how would I find him? A man in a devil mask walked by carrying a case. The fact that he was allowed in this party sporting a mask with the wrong theme caught my attention. Since Martinez was a gun runner, and the case he was carrying looked like it could easily hold a rifle, I knew I had found my man. He pushed through the crowd and headed toward the backstage area. Party guards told me to move along as I tried to follow. A quick look at my map of the floor showed a kitchen and restrooms located behind the stage area. I could access them by heading through the foyer to the west.



I killed Martinez in the restroom stall, then changed into his costume. With the stall doors closed, no one was the wiser.

As I walked through the foyer, I noticed a couple party guards near a door with a sign reading "Restricted Area." I decided to check that out later. Upon entering the rear area, I noticed Martinez heading into the restroom. I quickly followed him, made sure no one else was inside, then strangled him in the stall with my fiber wire. After closing the stall door so no one would see the body, I changed into his costume, took his desert eagle pistol, then picked up the suitcase.



Martinez's costume got me into the restricted area.

#### UPDATED TARGET INFORMATION

The laptop on the desk had the information I needed.

I wanted to see what was in the restricted area, so I exited the restroom and headed back to the



double doors with the guards. As I walked up to the doors, a guard motioned for me to enter. The disguise had worked. I continued down a hallway to another set of double doors.

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SIMB OFFICIAL GAME GUIL

They were not locked, so I entered into a large office. On the desk was a laptop. I advanced to the computer and retrieved the information I needed. It seemed there were two assassins in the building—and I was sure that I was their target. The female assassin named Eve was probably the replacement singer. There was also a male assassin I would have to watch out for as well.



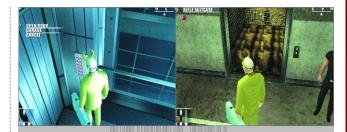
I knocked Eve down and then finished her off with her own stiletto.

As I finished reading the files, Eve entered the room and headed toward me. I quickly grabbed and head-butted the female assassin and continued to attack until I knocked her out. I then picked up the stiletto, crouched down, and killed her. I knew to never leave an assassin alive, or I would pay for it later. Besides, she had been added to my list of objectives.



I found some nice firepower. I just had to decide what I wanted to take.

I pocketed the stiletto and decided to take a look at what was in the rifle case. Opening the case, I discovered an FN-2000 assault rifle. I had also noticed another rifle case by the desk. It turned out to contain a Dragunov sniper rifle. While I did not need either for this assignment, I picked the Dragunov to add to my collection at the hideout. With everything accomplished on the top floor, I was ready to head to the other party down in the basement. After exiting the office, I turned left and returned to the elevator, taking it down to the parking garage level.



I took the elevator back down to the parking garage, then changed elevators to continue down to the basement.

#### **DOWN TO HELL**



The basement had a very different theme than the top floor.



Two guards were stationed outside the meeting room.

When the elevator door opened, I stepped out and walked to the other elevator, where the hell party guards were standing. Recognizing my costume, they did not search me for weapons and merely waved me into the elevator. With a push of a button, I descended to the basement level, where the hell party was located. I exited the elevator and walked past the dance floor and bar to a meeting room, where two party guards stood watch. They motioned for me to enter and let me know "she" would be on her way soon.

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Vaana arrived for the meeting.

When she wanted me to remove the mask, I decided to take her out. She was carrying a cane sword, and she knew how

to use it.

recognized the bartender from the file I retrieved upstairs. He was

I followed the assassin to the

room.

torture chamber

As I passed



another assassin: Maynard John. I walked up to him, and he challenged me to a duel. He was my last target, and this looked like the only way I could kill him. I accepted and followed him to the torture chamber room.

> The duel required me to keep my eyes open and focused toward the center of the room. Luckily, John's red suit was easy to see in the dimly lit chamber.

> > Upon entering, John locked the door and showed me some weapons by the couch. He then took off to get his own weapons. I set down the rifle case and picked up the MP7 and ammo for both the submachine gun and the desert eagle I was already carrying. I decided to start with the desert eagle since each shot packed quite a punch. Then I moved down the corridor between the shelves. John started shooting at me through the wire walls, so I quickly took cover behind shelves and headed around toward him.

As I saw him in the gaps between shelves, I took shots at him. Finally, I reached the center area of the room and let him have it with several shots to the body. He dropped to the ground, dead.

I assumed the guard meant Vaana Ketlyn. Not sure if she would recognize me in the costume or not, I placed the rifle case down and got ready to pull out the stiletto if necessary. After a while, Vaana entered the room and desired more than just the weapon in the case. However, when she asked me to take off the mask, I knew I had to act. I quickly drew the stiletto from my coat and slashed at her. She tried to pull a sword out of her cane, but another slash with the stiletto and she was down. Picking up the

rifle case, I exited the meeting room

and headed back toward the elevator.

I finally ran into a bartender who was not so friendly. This one wanted to kill me.



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#### **BACK TO MORTALITY**



I needed a key to get out of the torture chamber room.

I approached the body and found a key, which I took. I picked up the rifle case and headed to the door. It was locked, but the key opened it. With all of my targets eliminated, it was time to leave. I returned to the elevator and took it back to the parking garage. There was just one more thing I needed to do before leaving—get rid of any evidence of me having been there. I walked to the open trailer, changed back into the security guard uniform, and retrieved my silverballer.

When his partner found him, he would just think this security guard had fallen asleep. No one would ever suspect me—though they might wonder later what happened to the tape.



Next I headed to the entrance of the parking garage, where a security guard sat watching monitors of the area. Making sure that a patrolling guard was nowhere around, I set down the rifle case, took out my sedative syringe, and injected the guard. He went out like a light. I quickly stole the tape from the machine, picked up the rifle case, and walked back into the parking garage. I climbed into the blue van I was using and drove to safety.

While not as exciting as some of my other means of escape, the blue van worked fine this time.



#### **ALTERNATIVES**

#### **HEAVEN CAN WAIT**



I could have completed my work at the hell party first. Once I had the security guard uniform, I would have headed down the stairs located near the sick guest. Once down in the basement, I would've had to be careful not to be seen. After killing the party guard in the film room, I could have taken his disguise and hid his body in a container outside.

#### FLAMES OF HELL



To set up Vaana's death to look like an accident, I could have used a hell party guard disguise and entered the control area east of the dance floor. After pushing the nearby guard into the shark tank, it would've just required some rigging of the pyrotechnics.

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\* IMPOPPLES.

Then when Vaana did her show, during the finale all the jets of flame would have been aimed right at her.

THE LAST PICTURE SHOW

If Martinez had made it to the basement, he would have

waited for Vaana in the meeting room. From the projector room, I could have turned on the projector to blind him, then

taken him out with a single headshot from my silverballer.

**GETTING A GUN INTO HEAVEN** 

#### **EVE'S SEDUCTION**



Had Eve finished her performance before I got Martinez's costume or entered the office with the laptop, Eve would



mind for me wouldn't have been very pleasant. If I had not acted quickly to take her out, she

However, what she would have had in

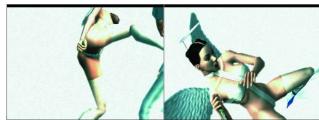
I could have also thrown a coin to distract the security

guard to the side of the parking garage elevators. That

would've allowed me to pick the lock and enter the service area for the elevator. After closing the door behind me, a climb up a ladder would have put me on top of the first elevator. Then all I would have needed to do was drop through the hatch and press the button for the top floor.



have approached me and escorted me into the room.



would have definitely killed me.

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There were two ways to sneak a gun to the upstairs party. From the basement, I'd have entered the kitchen supply room in the north, placed a gun in the crate, then put it into the food elevator and sent it to the top. I could've then retrieved it from the kitchen.

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### MISSION 12: XXV AMENDMENT

#### **MISSION BRIEFING**

**OBJECTIVES** 

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Kill Mark Parchezzi III

Kill the vice president

Escape by the east wing gate

TARGET INFORMATION

MARK PARCHEZZI III

HEIGHT: 6'0"

WEIGHT: 172 lbs

HAIR: WHITE

AGE: UNKNOWN

Mark Parchezzi III is the head of the Crows—a moniker for the cloned assassins created by the Franchise, a subdivision of Alpha Zerox, the shadow government organization. He is by far the most complete specimen and is close to perfect. He has extraordinary physical powers, but at an expense—he is haunted by his own mortality and has a personal interest in uncovering the secret behind a successful cloning process. Meanwhile, he must

eliminate the renowned Agency and its legendary ace assassin, Agent 47. Parchezzi is an expert assassin and a master of disguise, blending in like a chameleon to carry out subversive operations. He speaks with a deep voice that is very calm and calculating.

DANIEL MORRIS

HEIGHT: 6'0"

WEIGHT: 181 lbs

HAIR: BLACK

AGE: **56** 

Daniel Morris is sick and tired of his position under the First Lady. He is now interim vice president after the previous vice president's death.

THE LOCATION

East Wing, Outside Φ

#### **LEGEND**

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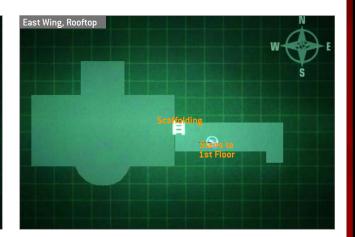
ellow text: "Alternative" Items

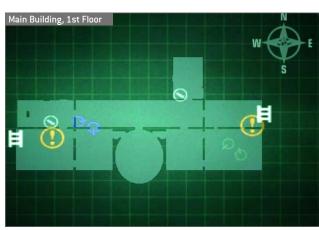
Target **G**uns

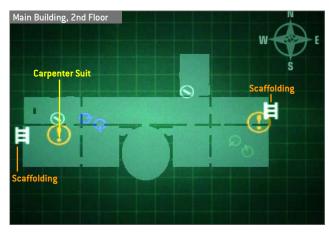
Melee Weapons

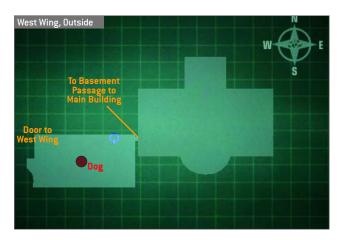
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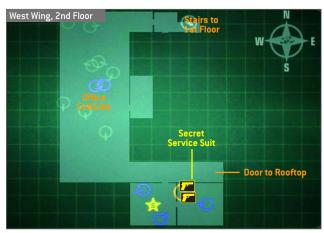


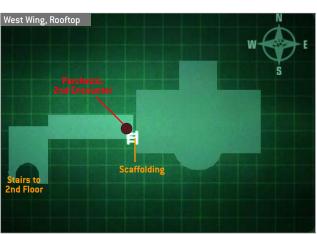












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#### SUGGESTED WEAPONS AND EQUIPMENT

- Standard equipment
- Silverballer with silencer type two and large clip
- Adrenaline
- Flexible flak vest

For this mission, I decided to go loaded for bear. Even though it would be tough to sneak weapons into the White House, I knew that it would not be easy to take out Parchezzi. Therefore, I decided to take along my silverballer with a large clip for a firefight, as well as some extra protection.



#### **MAKING THE HIT**

#### THE MUSEUM



My cover at the beginning of the assignment was a tourist.

I placed my pistol in a woman's briefcase, letting her take the fall while getting my weapon past security.

In order to eliminate those planning to



assassinate the president, I first had to get into the White House. I decided the best way in was as a tourist wanting to see the museum in the east wing of the presidential mansion. I knew that I would have to go through a metal detector in order to enter the museum, but I didn't want to leave my silverballer behind. While considering my options, I noticed a tourist walk behind a bus for a smoke. What

she set it down on the ground and walked away to satiate her habit, I discreetly placed my silverballer into the briefcase and walked into the museum.

caught my eye was the briefcase she was carrying. After

#### US MARINES

The marines were in charge of security in the east wing and main building at the White House. Armed with M14 rifles, they did not take any chances and would shoot at any suspicious person. Their patrols and guard positions made it tough to infiltrate the White House.





I passed through the metal detector without a beep—which was a good thing since I was surrounded by armed marines.

Without the silverballer, I had no trouble getting through security. However, the lady with the briefcase was not so lucky. She was escorted to a security office along with the

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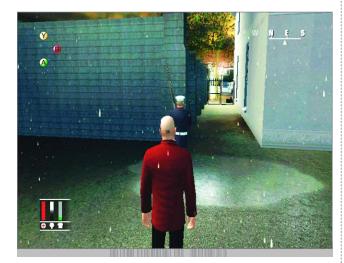
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briefcase. I could retrieve it later. For now, I needed a disguise to get out of the museum and farther into the east wing. In the lobby area, a marine guarded the doors with warning signs that informed tourists they would be shot if they tried to enter. However, I saw the museum staff went through those doors without any trouble.



Saving my sedative syringe for later, I pushed the museum staff member into the wall and knocked him out. That provided me with a disguise.

In order to get a disguise as a museum staff member, I walked into the restroom near the single marine guard and waited. Before long, a staff member walked in. Once the door closed, I pushed him into the wall and knocked him out with my fists. I then dragged his body against the wall across from the toilet and took his suit. I realized that this disguise would only let me into the staff area of the east wing and that I would need a different disguise to get to the main building. However, I needed to be a staff member for now.



This lone marine patrolling the yard outside the kitchen was my source for another disguise.

After exiting the restroom, I walked past the marine guard and through the double doors. I then entered the staff locker room to the right and continued into the kitchen.

About that time, a marine walked through the kitchen to an outside yard. Following him to see if I might find an opportunity for another disguise, I watched him begin marching a patrol. No one else was around, so I came up behind the marine and sedated him with a syringe. I did not need his rifle, but I changed into his dress blue uniform and hid his body behind a ventilation unit in the yard.



This keycard in the security office got me into the main building.



I was also able to steal the security videotape, as well as get my pistol out of the case while in this room.

I needed to retrieve my silverballer from the security room. I had no trouble getting in as a marine. Inside were a couple marines at desks and the woman who carried in the briefcase containing my pistol. On the desk next to her was a keycard for the main building. I walked over and picked it up. I then picked up the briefcase, and while no one could see, I retrieved the pistol and quickly holstered it. I also noticed a video recorder for the security cameras on the desk of one of the marines. I waited until he stood up and moved the briefcase into the opposite cubicle, then covertly stole the tape. Not wanting to overstay my welcome, I exited the security room and headed through the dining room to the hallway leading into the main building.

#### THE MAIN BUILDING



The doorway to the basement passage was at the end of this hall. This passage took me right into the Main Building.

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I walked across the first floor of the main building to get to the second basement passageway.

At the end of the hall, I swiped the keycard through a sensor to open a set of double doors. I was in a basement passageway leading to the main building. After climbing some stairs, I entered the first floor. While the vice president was in this building, there was no way I could take him out with all of the marines guarding him. Therefore, I walked across to the western side of the building and continued though another basement passageway that led out to a yard.

> SECRET SERVIC AGENTS

Secret Service agents were the security for the west wing. They were armed with pistols and submachine guns. Like the marines, they took their job seriously and had no problem shooting anyone who appeared to be a threat.





This Secret Service agent provided another disguise, as well as a keycard for the west wing. I was careful to hide the body behind some bushes.

I found a single Secret Service agent patrolling this area. While he stopped near the doorway for a break, I moved in behind and plunged a syringe filled with sedative into his neck, knocking him out immediately. I dragged his body behind some bushes and relieved him of his west wing keycard, as well as his suit and submachine gun.

The vice president was the first one to be killed.

Before long, I heard a dog barking. I then saw the vice president come out into the yard area, taking the



dog for a walk. I watched him walk over to the window of the Oval Office in the west wing and talk to someone inside. I deduced that it must have been Parchezzi. I also realized that this might be the only time I would find the vice president alone, so as he walked away, I approached him from behind. With the ease of a veteran assassin, I pulled out my fiber wire and strangled the vice president. While the dog continued to bark, I dragged the body behind the bushes and dropped it next to the unconscious Secret Service agent. I picked up the vice president's desert eagle pistol and holstered it, adding to the arsenal I was already carrying.

#### THE WEST WING



With the keycard, I was able to enter the west wing.

I had to walk to the left of the area filled with cubicles to get to the Oval Office.

With one target eliminated, it was time to go after Parchezzi. I



knew he was in the Oval Office, so I next had to enter the west wing. I walked over to the door at the northwestern corner of the yard area and swiped a keycard in the scanner. The door opened, and I entered a hallway where a Secret Service agent watched for trouble. I proceeded through the office maze to the door of the Oval Office and entered.

Parchezzi was waiting in the Oval Office.





After the explosion, I chased Parchezzi through the west wing. He headed up the stairs to the second floor, then onto the roof.

Parchezzi was waiting inside. After a brief conversation, he surprised me by detonating a remote bomb planted behind me. Though I was wounded a bit, I survived thanks to my flak vest. However, before I could draw a weapon, Parchezzi had fled. Keeping my weapons holstered, I ran after him through the side door of the office since the main door was impassible due to the explosion. As fire sprinklers rained down on me, I pursued the albino assassin to the stairway in the northern part of the west wing and up to the second floor. While I briefly caught sight of him from time to time, I did not want to pull out a weapon for fear the Secret Service agents all around would open fire on me. Instead, I waited until I could catch Parchezzi somewhere alone and finish him off.



I hid behind cover as I got closer to Parchezzi.



While the silverballer was quiet, Parchezzi's guns would alarm the guards anyway. Therefore, I switched to heavier artillery.

The chase continued through the maze of cubicles on the second floor of the west wing until we reached the roof. Once he reached the eastern end of the roof, Parchezzi decided to make a stand and began firing at me from behind air conditioning units. The time for subtlety was over. I drew the desert eagle pistol I had taken from the vice president and crouched down, using other air conditioning units for cover as I advanced and taking shots as opportunity allowed. Once I was about halfway across the roof, and there were no more obstacles between the two of us, I stood up, took careful aim, and put two .44 magnum rounds right into Parchezzi's chest. The albino clone assassin was no more, and a threat to the government of the United States of America had been neutralized.

#### AWAY INTO THE MOONLIGHT



Parchezzi's custom pistol was now mine.



I retraced my steps through the White House to make my escape. ASSASSINATION

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Sure that the firefight on the rooftop had been heard by the marines and Secret Service agents, I holstered my weapon and ran up to Parchezzi's body-not only to make sure he was dead, but to take his classic 1911 pistol for my collection. While I could have dropped to the yard below or climbed up the scaffolding into the main building, I thought it would be best to blend in with the crowd. Therefore, I headed back inside the west wing. After descending to the first floor, I essentially

backtracked through the basement passageways and the main building to the lobby in the east wing.

I did not want to go through the metal detector on my way out.



I stopped off in the restroom where I had knocked out the museum staff member and exchanged my black Secret Service suit for my designer suit and silk tie. I then continued out through the security area, careful to exit through the green gate on the right side rather than through the metal detector. With as much firepower as I was packing, I would have definitely set it off. A dozen more steps and I was through the gate and out onto

the streets of Washington D.C.

I exited from the White House grounds through the eastern gate.





#### **ALTERNATIVES**

#### **ROOFTOPS AND SCAFFOLDS**



Looking back on the assignment, I felt bad about having sedated a marine—even though I was actually helping him do his job. I could have foregone a marine uniform and after walking out into the yard behind the kitchen, waited for the marine to go back inside. That would have allowed me to climb up the trellis onto the east wing rooftop.



From there, I would have climbed up the scaffolding to the second floor of the main building and waited for the carpenters to move away from the open window so I could climb in.

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By carefully moving through the southern row of rooms, avoiding marine guards, I would've eventually reached the southwestern room, where a carpenter's suit was lying on a desk.



Then after climbing down another scaffolding onto the west wing rooftop, I could have waited by the door on the western side for a janitor to come out. After knocking him out to get a keycard and his uniform, I'd have hidden the body so it could not be seen from the doorway. With the janitor's uniform, I could have moved about the west wing unnoticed.

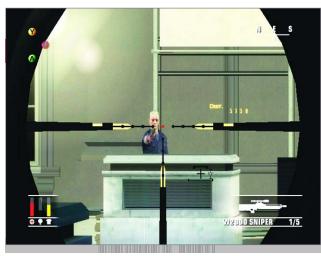
#### **SNIPER**



In order to get a sniper rifle into the White House, I would have had to upgrade my rifle case so it could pass through an X-ray undetected.



Then from the southwestern room of the second floor of the main building, I could have shot the vice president while he took the dog for a walk.



By leaving the sniper rifle in the case on the west wing rooftop along the western wall, I could have then used it to kill Parchezzi after chasing him up for the final gunfight.

#### **BLOWING UP PARCHEZZI**



Before entering the Oval Office to confront Parchezzi, I could have placed remote bombs on the west wing rooftop between the air conditioners and the scaffolding. Then when the other assassin moved back and forth shooting at me, I would have detonated the bombs to take him out.

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MISSION 13: REQUIEM

# WARNING

DON'T READ THIS SECTION UNLESS YOU WANT TO KNOW HOW THE STORY ENDS!

TRY PLAYING IT FIRST ON YOUR OWN, BEFORE READING THIS SECTION.

**LEGEND** 

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Melee Weapons



#### **MY FUNERAL**



After the White House assignment, Diana paid a personal visit to my hideout. Her purpose was to warn me that the building was surrounded by SWAT teams and that she had a plan to get me out. While I read the written plan she handed to me, Diana executed her real plan and injected me with a toxin to make me appear dead while I was actually still barely alive.



At my funeral, Diana mixed the antidote with her lipstick, placed my silverballers on my chest, and gave me a final kiss.

 $\gg$  TIP  $\ll$ 

In order to wake up from the toxin, move the left thumbstick back and forth or press the movement keys repeatedly.



While lying there, I felt myself stir back to consciousness. With a gun in my hand and surrounded by enemies, I prepared to make my last stand.



I kept my sights on the priest and ran after him since everyone else was shooting at me.



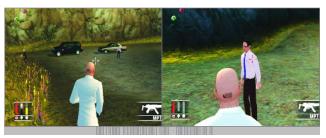
As I approached the priest from behind, I grabbed him and used him as a human shield.



The guards stopped shooting for fear of hitting the priest. However, I had no such restrictions and took careful aim—trying to make every shot count.



Since I had limited ammo and couldn't pick up another weapon without losing my shield, I concentrated on head shots and kept moving to keep the guards in front of me at all times. Once all the guards were eliminated, I knocked out the priest—then shot him.



The man in the wheelchair and the reporter ran away as soon as the shooting started. I just needed to head toward the cars and finish them off.



Finally, it was over.

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#### **ALTERNATIVES**

#### **FINDING COVER**



Rather than going for a human shield, I could have headed up the steps near the pulpit and taken cover behind this short wall.



Another option was to run out through the openings and take cover behind this stone ruin.

#### THE MAUSOLEUMS



To the south of the church were a couple of mausoleums. I could have entered either one for cover; however, the one closest to the church contained a number of items that could have come in handy had I run out of ammo. They included a hedge cutter, a shovel, a screwdriver, and a kitchen knife. While they were not much, they were better than nothing. I could have thrown everything but the shovel at enemies, then taken their guns.



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### PRIMA'S OFFICIAL STRATEGY GUIDE





# Prima's Official Strategy Guide Michael Knight

#### **Prima Games**

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So you want to be a hitman. Before you take your first contract, there are things any budding assassin needs to know. First off, a hitman is not a one-man army. Your job is not to kill everyone in sight, not even every enemy you see. You are being paid to assassinate a specific target only. Additional casualties, especially unnecessary deaths that could have been avoided, require a bigger cleanup by your contracting agency. They also decrease your rating as a hitman. Always try to limit your killing to the target and possibly some guards blocking your access to the target.

This chapter provides all you need to know to become a successful assassin. The first part covers the vital skills you need to operate successfully and stay alive in the process. The latter part of the chapter goes over the various parts of a mission and what you need to do during each step. Enough chatter. Let's get down to business—the business of death.

# Polishing Your Skills

Whether you are an experienced hitman or just getting into the trade, it is important to make sure you have the skills to do the job. Let's take a look at each skill and see how they apply to an assignment.

#### Move Like a Professional

Before we get to the killing, you need to know how to move. You may have learned to walk as a toddler, but you now need to learn to move like a professional. Let's go over the types of movement and when to use them.

#### **Walking**



Walking is the most common way to move about the mission area. While you don't get anywhere too fast, you also don't attract a lot of attention.

#### Running

Most of the time, you should run during a mission—as long as no one is around to see you. A good place is in the sewers. Running gets you where you need to go fast. The drawback to running is that it is louder than walking and raises suspicion. If you don't want people to turn and look toward you, don't run.





If you're in disguise, it's best to walk. While it's a great danger for someone to get a long, close look at you in disguise, it's worse if they become suspicious to see you running past and start shooting!

#### Crouch



The crouch allows you to hide behind obstacles such as crates or low walls. You can still move while crouched down, but not very fast.

#### **Sneak**

Sneak can also be considered stealth mode. Press the sneak button and walk to move about. Your character takes slow, deliberate steps. The advantage of sneaking is that it makes no noise whatsoever, so you can use it to come up behind someone or sneak past them.



#### **Strafing**



Strafing is a sideways movement, either left or right, which can be combined with the previous forms of movement. Strafing allows you to move to one side or the other while still facing the same direction. It is useful during a firefight—it allows you to move while still shooting at your target.



#### ASSASSINATION 101

#### Tip

If you get into a shooting match, remember to strafe—even if you are running. Strafing back and forth makes you a harder target to hit. Strafe around comers rather then turning so your weapor is ready and aimed.

#### Lean



If you want to quickly see around a corner without exposing your entire body, try leaning. Hold down the left or right lean button and take a peek.

#### Tip

While leaning can be helpful, you usually don't need it to see around corners. Instead, while in third-person view, rotate around while hiding behind a corner and you'll be able to see what's on the other side.

If you double-tap the lean button, your character will do a far-reaching lean that's great for popping out from behind a corner and shooting.



#### Tip

If you're not sure what's on the other side of a door, look through the keyhole before opening it. There is nothing worse than picking a lock and then walking into a room full of enemies who are all ready to kill you.

#### Up Close and Personal

Much of your trade relies on getting right next to a target or opposition and taking it down. Some methods are completely silent while others generate some sound.

#### **Fiber Wire**



Knowing how to use the fiber wire is part of being an assassin. It is completely silent; the target dies without being able to shoot at you or sound an alert. The key is the approach. You must sneak up on your target from behind.

Press the fire button and hold it down to get the fiber wire ready, then release it when you are in position right behind the target.



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m god are drying to get a high rating for a mission, choose the fiber wire over a silenced pistol for making a hit. Since it is more difficult to fiber wire, you will earn a higher rating.

#### Anesthetic



Anesthetic works just like the fiber wire, except that it knocks out targets instead of killing them. When you attack using anesthetic, press the button when you want to attack and then keep holding it down until your character releases automatically. The more

anesthetic you use, the longer the target remains knocked out. By waiting for the automatic release, you ensure that enemy is out for the mission.

#### **Blades and Other Weapons**

Knives can be used to attack a target from all aspects instead of only from behind. When you use a knife, the target has a chance to fight back. Keep up close so guns can't be pulled on you and keep stabbing until the enemy drops. Sneak up behind a target and slit their throat for a silent kill.





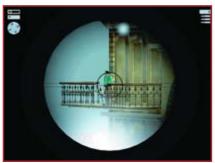
There are other types of close-combat weapons, including the katana sword, a scalpel, and even a fire axe. All require you to be in close and take multiple hits for a kill.



#### Death from Afar

Another of an assassin's necessary skills is sniping. A sniper rifle can eliminate a target at long range. Because of this, you may not have to infiltrate a heavily defended area and should have an easier time escaping. To bring up the sniper scope, press the fire button. Press the button again to fire the weapon. The scope can be zoomed in and out.

When looking through the sniper scope, your field of vision is severely limited; therefore, keep it at low magnification to find the target—then zoom in.





Notice that the crosshairs of the scope move up and down, especially right after you switch to scope view. The motion dies down a bit the longer you stand still. To further decrease the motion, crouch down. Center the crosshairs at their highest point in motion over the target's

head. If you fire a bit early or late, you will still hit the target's body even if you miss the headshot.

If you find a good spot for sniping, no one will see you fire the rifle. After taking the shot, ditch the rifle and make your escape. You will even be able to run past guards if you are disguised because they don't know who fired the shot.

#### The Quick Draw

In most missions, you must move about without raising suspicion. Learn to rely on your pistols to get you out of a mess or even for a hit.



To conceal a weapon on your person, press the holster button. Pressing the button again pulls out the last weapon holstered. Therefore, if you need to quickly pull out a specific weapon, bring it out in advance, then holster it. It will be ready for a quick draw.

Pistols do not pack the punch of a rifle or SMG. Thus it's important to shoot for the head so you can kill with a single shot.





If you are in a fight and don't have time to aim for the head, aim for the body and fire two or three times to drop the enemy.

#### **Firepower**

You rarely if ever begin a mission with an SMG, rifle, or shotgun. They cannot be concealed, and usually at the beginning of a mission you want to blend in and avoid suspicion.



If you can, take a silenced pistol with you on a mission. They are handy for taking out a nosy guard who is in your way—especially if he is

Rifles and SMGs can put out a lot of lead with their automatic fire. They are also more accurate than pistols at medium range. Aim for the body and fire a burst to drop an enemy to the ground for good.





Shotguns are also useful, but only at close range. Because they fire in a widespread pattern with lots of buckshot, you can just aim at a target's body and fire once for a kill.



#### Tip

Heavier weapons like rifles, SMGs, and shotguns are best used while making your escape. If you have to use them to get to your target, your hit will be much harder if not impossible.

#### Disguises

If you have to shoot your way through a mission, you have already lost—even if you can take out the target and escape. In most cases, you are outnumbered and outgunned. You want to avoid a gun battle, so use disguises to get you where you want to go.

To get disguises, you usually have to kill or knock out people and take their clothing. Be sure to hide the body. If someone sees a body missing its clothing, your disguise is blown.





Sometimes during a mission you find a set of clothes lying around. This is nice since you don't have to hurt anyone or hide a body.

Even while in disguise, don't get too close to guards or enemies. If you stop right next to them, they might be able to see through your disguise and will start shooting.



#### Note



You can pick up a disguise off of almost every male character in the game. However, there are a few that you cannot use—usually those belonging to the target of the hit.

#### THE THREAT METER

This helpful meter is located in the upper left corner of the screen, below the health meter. It's all white when no one is paying attention to you. However, as you pass people, especially guards and soldiers, the threat meter begins to turn black. This means they are taking a look at you. If the meter turns red, then they are getting suspicious. The shooting starts when your meter is completely red.

The threat meter is a good indication of how well your disguise is working. There are a few things you can do to keep the threat level low. First off, avoid attracting attention to yourself. When you run around, everyone that can hear you will look. Running past a guard or soldier will often get them suspicious enough to fire. Therefore, when moving around enemies — walk. While you may be a master of disguise, soldiers and guards can often see through your disguise if you get close enough for a period of time. To help maintain your disguise without exposure, walk past enemies and keep as far a way as possible. You may have to wait until a patrolling enemy moves away, hug a wall, or walk out in the middle of the road just so you can keep as far away as possible from enemies. Also, carrying a weapon can also increase suspicion — even among civilians who may then report you to an enemy.

# Completing an Assignment

No matter what your assignment is, there are five steps you must follow each and every time to complete your objectives successfully.

#### **Briefings**

Almost all missions begin with a briefing. Here, Diana at the Agency gives you your assignment and lists the objectives you must complete to finish the mission successfully. Be sure to read what Diana says carefully. It may contain clues about



how you should make the hit. Also be sure you know exactly what your objectives are.



Carefully study the maps. See where you start, where the target is located, and possible routes both to and from the target as well as where you must go to exit the mission. This premission planning will help you react quickly and reduce the chance of you getting lost during the mission.



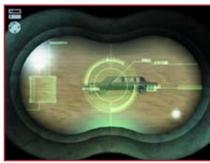
#### Recon



Rarely will you be able to start a mission and complete it perfectly the first time through. Therefore, when you first begin a new mission, use the time for reconnaissance. Walk around the mission area looking at people and places. Notice where the guards

patrol and look for things like lengthy stops or blind spots where you can hide.

Binoculars are great for scouting out a situation from a safe distance. Watch for guards, patrols, and pesky civilians.



It's a good idea to go through a mission at least once or twice with the sole purpose of scouting around. Once you have observed where

#### Infiltration



If a client hires you, it is because the target is difficult to kill. This is often because he or she is well guarded. You often have to infiltrate a target's location, sneaking past guards or using disguises.

You can also hop aboard a truck and use it to infiltrate a base or area—driving right past the guards. The whole purpose of the infiltration is to put you in position to make the hit.



#### The Hit



There are a number of ways to make a hit. In fact, in some missions you can be quite creative. In addition to sniping, using fiber wire, or just shooting with a silenced pistol, you can also set car bombs.

Putting poison in a target's food or drink is also a good way to make a hit.



#### The Escape



After a hit, all of the guards will be very suspicious and on the lookout for you. Even if you are in disguise, you need to bug out—and fast.

Each mission has an exit point you must reach to complete the mission. Be sure you know where it is and how to get there before making the hit.





Planning your escape is just as important as planning the infiltration and the hit. A dead hitman does not get rich.



# Tools of the Trade

As a hitman, you deal in death. Like any professional, you equip yourself with special tools to help you complete your assignments. Here's a look at the various weapons and equipment you can take with you on missions.

#### Note



You begin the game with only a few weapons. However, during assignments, you can take other weapons off of bodies or find them hidden about the area. Once you complete an

assignment, any new weapons in your possession are brought back with you to the tool shed, allowing you to select them for future assignments. While you complete your objectives, look for new stuff to add to your arsenal

## Close-Combat Weapons

A good hitman can get in close to targets and eliminate them silently. While anyone can fire a gun, it takes a trained assassin to use these close-combat weapons effectively.

#### Fiber Wire

The fiber wire efficiently strangles enemies. The only requirement for using wire is that you must sneak up on the unsuspecting target from behind. This weapon offers several advantages—it is silent, it leaves behind no blood, and the target, once in your grasp, can't make any noise or fight back. Furthermore, you can conceal this weapon easily and carry it through security checks and metal detectors. Using

and carry it through security checks and metal detectors. Using the fiber wire to eliminate a target increases your mission rating.

#### Combat Knife

The Combat Knife has a stainless steel blade with a serrated edge. It's standard equipment with many Special Forces groups throughout the world. While the fiber wire only works on a target from behind, knives can be used to attack an enemy from any aspect. Remember, it usually takes several stabs to kill someone. Sneak up behind your mark and slit their throat.

#### Kitchen Knife

Sometimes you have to improvise. Found in

most kitchens, this knife provides a bladed weapon as needed.

# Sniper Rifles

Sniper rifles let you eliminate targets from long range. Each comes equipped with a powerful scope that allows you to zoom in on the target and aim with care. Sniper rifles cannot be concealed on your person, so you have to carry them out in the open for everyone to see.

#### **SVD Sniper**

Caliber: 7.62mm Clip capacity: 10 Length: 125.5 cm Weight: 4.31 kg



This rather dated sniper's rifle is widely available in the old Communist bloc countries. It's based on the very popular assault rifle but has simpler, more delicate and precise inner workings. It fires the old 7.62 x54R cartridge and has an effective range of approximately 1,300 meters with an appropriate scope fitted. This is the game's standard sniper rifle. It is a bit more difficult to target, but if you can use this, the other sniper rifles are easy.

#### **R93 Sniper**

Caliber: .308 Winchester

Clip capacity: 6 Length: 119 cm Weight: 4.8 kg



The R93 is a military version of a series of hunting rifles. It's relatively new and sports an unorthodox design. This rifle can be found in the garage during the "Anathema" assignment.

#### W2000 Rifle

Caliber: .300 WinMag
Clip capacity: 1

Length: 90.5 cm Weight: 8.31 kg



At the time of its birth, this rifle was the only one wholly constructed from scratch as a sniper's rifle. No parts in this rifle have been borrowed from other weapons. It's extremely accurate and carries an appropriately heavy price tag.

#### **Custom Rifle**

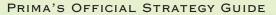
Caliber: .300 WinMag

Clip capacity: 10 Length: 90.9 cm Weight: 8.6 kg



This is the best sniper rifle in the game. However, it only shows up in the final mission, and then you have to take it off of a dead enemy sniper. The Custom Rifle contains a laser range finder, allowing for precision shots at any range.







#### **MI95**

Caliber: .50 Clip capacity: 6 Length: 114.3 cm Weight: 10 kg



The MI95 is the most powerful sniper rifle in the world. Firing a .50-caliber round, this rifle can hit targets over a kilometer away with enough force to penetrate an engine block and lightly armored vehicles.

#### **Hunting Crossbow**

Caliber: Crossbow bolts

Clip capacity: 1 Length: 124.8 cm Weight: 2.9 kg



While not really a sniper rifle, the crossbow functions much the same way. It's equipped with a scope, so you can target enemies at long range. Its silence makes the crossbow especially nice. You can fire it and no one will hear you. However, you need to hit the target in the head to kill with a single bolt. Also, you must reload after every shot, which takes some time. If you don't hit the enemy in the head the first time you'll be attacked while you're reloading.

# Assault Rifles

Assault rifles are the standard weapons of militaries around the world. With large magazines and full automatic firing capability, assault rifles can cause a lot of havoc in a short amount of time. Since they can't be concealed, you rarely will take an assault rifle with you on a mission. However, they can be picked up from some guards and are great if you have to make an escape while under fire.

#### AK

Caliber: 5.45mm Clip capacity: 30 Length: 67.5 cm Weight: 3.1 kg



A special version of the successor to the most popular assault rifle in modern times, the AK is built on a very well-documented and well-tested foundation. This rifle is usually issued to paratroopers and Special Forces.

#### **M4**

Caliber: 5.56mm Clip capacity: 30 Length: 84 cm Weight: 2.54 kg



The latest incarnation of another standard assault rifle, the M4 is a smaller and more versatile weapon than its predecessors. It features a standardized system for attaching aiming aids, grenade launchers, and bipods. Mostly carried by well-equipped outfits, like the Special Forces.

#### **M60**

**Caliber:** 7.62mm **Clip capacity:** 100

Length: 110 cm Weight: 10.5 kg



This light machine gun usually serves as a squad support weapon or as mobile firepower in defensive positions. It fires the standard 7.62mm cartridge and has an easily replaceable barrel, should it overheat.

# Submachine Guns

Submachine guns are a cross between a pistol and an assault rifle. They have the automatic fire of a rifle but are smaller and easier to handle.

#### **SMG**

Caliber: 9mm parabellum

Clip capacity: 30 Length: 68 cm Weight: 2.55 kg



This is *the* submachine gun. Used by virtually every special antiterror organization all over the globe, this SMG is delicate, precise, and compact. With its high rate of fire and very little recoil, this weapon is excellent for indoor and urban operations.





#### **SMG-SD6**

Caliber: 9mm Clip capacity: 30 Length: 75.5 cm Weight: 3.05 kg



The ordinary SMG's sister, the SD6, includes an integrated silencer. A popular choice for clandestine operations, the SD6 is a stealth version of the regular SMG, but it has a reduced muzzle velocity, due to the air brake in the silencer. This SMG has an awesome combination of firepower and stealth.

#### Uzi

Caliber: 9mm parabellum

Clip capacity: 30 Length: 47 cm Weight: 3.7 kg



Standard equipment in the Israeli army, this submachine gun has the sturdy feel and versatility of an assault rifle. It's very reliable in difficult and demanding environments, making it a very effective weapon. The Uzi and the SMG can be can be concealed on your person, allowing you to covertly carry around a lot of firepower.



While rifles and submachine guns have a lot of firepower, in the hands of a professional a good pistol is just as effective. Pistols are easy to conceal, and because you want to minimize casualties during most assignments, you shouldn't need more firepower than a pistol offers.

#### Baller

Caliber: .45 ACP Clip capacity: 7 Length: 21.6 cm Weight: 1.076 kg



One of the Hitman's trademark tools. Reliable and packing quite a punch, this pistol quickly became a recurring companion on the job. The Baller is a deluxe version of a service pistol and shoots the hard-hitting .45 ACP round. You can carry and use two of these pistols, allowing for double the firepower with every shot.

#### Baller SD

Caliber: .45 ACP Clip capacity: 7 Length: 41.6 cm Weight: 1.257 kg



What could be better than a couple of Ballers? How about a couple of silenced Ballers? These pistols combine knockdown power with stealth.

#### 9mm Pistol

Caliber: 9mm pistol
Clip capacity: 15
Length: 21.7 cm
Weight: 0.95 kg



This Italian pistol is widely known and used all over the world by military and law enforcement alike. It shoots the versatile 9mm round, allowing for a good balance between stopping power, clip capacity, and recoil.

#### 9mm Pistol SD

Caliber: 9mm subsonic pistol
Clip capacity: 15

**Length:** 41.7 cm **Weight:** 1.26 kg



The silenced version of the 9mm is a great assassin's tool. You need only one round for headshots, or two or three when shooting at an enemy's body. However, if you are being stealthy, you can easily sneak up behind a target and go for the headshot. This pistol can also be drawn quickly, so keep it set as your holstered weapon. Then if a guard gets too suspicious and is about to sound an alarm, quickly pull the pistol out and drop him before he interferes with your assignment.

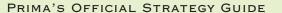
#### Revolver

Caliber: .357 magnum

Clip capacity: 6 Length: 20 cm Weight: 1.06 kg



This snub-nosed revolver is small but packs a punch.





#### Deagle

Caliber: .50 magnum Clip capacity: 8 Length: 15.9 cm Weight: 1.897 kg



A bulky, yet fast and accurate handgun, the Deagle is a very powerful weapon. It has the most knockdown power of any of the pistols in the game; one or two shots is all it takes to eliminate an enemy.

#### .54 Pistol

Caliber: 5.45mm Clip capacity: 10 Length: 16 cm Weight: 0.46 kg



This is the standard service pistol of most Communist bloc nations and can be taken off the bodies of Russian soldiers.

#### .22 50

Caliber: .22 pistol Clip capacity: 12 Length: 42.2 cm Weight: 1.12 kg



An old Mafia favorite, this little pistol is virtually noise-free. It uses the rather small yet still deadly .22 cartridge. This, combined with the built-in suppressor, means that getting close to your victim is imperative. This weapon can only be found in the museum in the "Shogun Showdown" mission.

# **Shotguns**

#### **SP12**

Caliber: 12 gauge Clip capacity: 8 Length: 93 cm Weight: 4.2 kg



The SP12 is an automatic combat shotgun. You can also think of it as a room broom. Extremely effective at close range, the accuracy and stopping power decrease as range increases. With an eight-round magazine, you can do a lot of damage before you have to reload.

#### **Double-Barreled Shotgun**

Caliber: 12 gauge Clip capacity: 2 Length: 115.7 cm Weight: 3.2 kg



This is the standard shotgun. While it is powerful at close range, it can only hold two shells at a time. Don't get into extended firefights with this weapon or you will be killed while reloading.

#### Sawn-Off Shotgun

Caliber: 12 gauge Clip capacity: 2 Length: 65.4 cm Weight: 2.8 kg



The sawn-off shotgun is great for close-quarters work. Because of its small size, it can be concealed on your person, then brought out when needed. However, since it can only hold two shells at a time, don't depend on it for big firefights.

# Equipment

In addition to weapons, as a hitman you'll find a variety of equipment useful in completing your assignment.

#### **Binoculars**

The useful binoculars allow you to observe the enemy at a distance. Use them when scouting out an area for a hit. You can watch the patrol routes of guards and also see where the target is.







#### Lockpick

During the course of an assignment, you come across locked doors. The lockpick quietly allows



you to pick most locks. Be careful no one sees you. Guards and civilians get suspicious when they see someone picking a lock.

#### Anesthetic

This consists of a bottle of chloroform and a rag. It renders a target unconscious when placed over the mouth and nose. Use the anesthetic as an alternative to the fiber wire when you need to silence an enemy without lethal force. The more you use, the longer the target stays out. Therefore, hold down the button to use the maximum until the victim drops. He or she should be out for the rest of the mission.



#### Remote Control Bomb

The remote control bomb consists of two parts—the bomb and the remote control detonator. To use, drop the bomb where you want it. Move away and pull out the remote control. Press the fire button to detonate the bomb. In some missions, bombs can be placed on vehicles and remotely detonated or set to detonate when the vehicle's engine is started.



#### **Night-Vision Goggles**

These goggles allow you to see in the dark. They severely limit your peripheral vision, making it seem like you're looking through a scope.



# Miscellaneous Items

These are things you can pick up and use during a mission.

#### Fire Axe

Located in the fire department in the "Basement Killing" mission, the fire axe can kill enemies in a swing or two.



#### Golf Club

Found in the don's bedroom in the "Anathema" mission, the golf club can be deadly. Use it to take out guards or even the don himself.

# rake

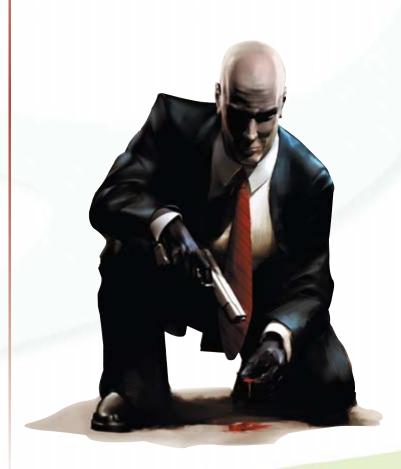
#### Katana Sword



Ninjas in the Japan missions carry katana swords, effective for close combat.

#### Surgeon's Scalpel

The surgeon's scalpel allows you to perform an operation—unsuccessfully of course—in the "Terminal Hospitality" mission. It can also be used like a knife for stabbing.







## The Gontranno Sanctuary

After killing his creator and destroying the 48 series clones and the cloning laboratory, the Hitman turns away from his profession, trying to find solace at the Gontranno Sanctuary on the Island of Sicily. He puts his skilled hands to work in the Garden, helping to nurture life rather than end it.

#### Mission Objectives

- Attend confessional
- Go through training exercises

#### Mission Information

This is the first mission of the campaign. It serves as a tutorial for controlling the Hitman, using some basic weapons and equipment, and sets the stage for the rest of the game.

#### Weapons and Equipment

Lockpick

#### **Maps**



Monastery gardens



Dungeon



#### Completing the Assignment

As mentioned earlier, this mission is the tutorial. Don't worry about people shooting at you, and the worst that happens is you fall off of something and take a little damage. If you have not played *Hitman*: Codename 47, take the time to learn how to control the Hitman and operate the game's interface. Veterans should go through the exercises in this mission to refresh their skills and take note of changes in *Hitman* 2: Silent Assassin.



YOU START OFF IN THE GARDEN SHED WHERE THE HITMAN HAS BEEN RESIDING WHILE WORKING AT THE SANCTUARY. YOUR FIRST TASK IS TO GET OUT OF THE SHED.



WALK OVER TO THE DOOR USING THE MOVEMENT KEYS, OPEN THE DOOR.



WALK OUT; A CUTSCENE BEGINS IN WHICH YOU TALK TO A PRIEST—FATHER VITTORIO. HE INVITES YOU TO MEET HIM AT THE CONFESSIONAL FOR COUNSELING.

AFTER HE WALKS TOWARD THE CHAPEL, TAKE SOME TIME TO LEARN HOW TO CONTROL THE HITMAN. THE RUINS ACROSS FROM THE GARDEN SHED LET YOU TRY DIFFERENT ACTIONS.









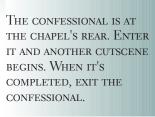
WALK UP TO THE DOOR. IN ADDITION TO OPENING DOORS, YOU CAN PEEK THROUGH THE LOCK. OPEN THE DOOR AND WALK INSIDE.



HEAD DOWN THE HALL AND UPSTAIRS TO THE CHAPEL.



CROUCH AND CRAWL FORWARD THROUGH THE HOLE.



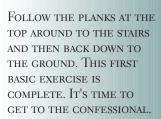




WALK UP TO THE LADDER— THE HITMAN STARTS CLIMBING.



Another cutscene shows Father Vittorio being Abducted.

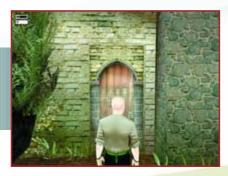




THE KIDNAPPERS LEAVE A BOX BEHIND IN THE COURTYARD.



OPEN THE DOOR NEXT TO THE GARDEN SHED LEADING INTO THE SANCTUARY.

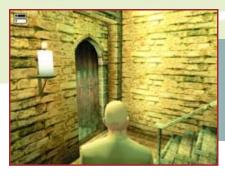


HEAD OUT OF THE CONFESSIONAL, TURN LEFT, AND PASS THROUGH THE DOOR.





#### PRIMA'S OFFICIAL STRATEGY GUIDE



CONTINUE THROUGH ANOTHER DOOR TO THE DOUBLE DOOR EXIT INTO THE COURTYARD. FOLLOW THE DIRECTIONS TO BRING OUT YOUR SIGNATURE BALLERS AND PRACTICE SHOOTING AT THE BUCKET HANGING FROM THE WELL. GO TO THE TOOL SHED FOR MORE AMMO.



ONCE OUTSIDE, WALK OVER TO THE BOX TO BEGIN ANOTHER CUTSCENE.



HEAD OVER TO THE TOOL SHED TO PRACTICE PICKING LOCKS. BRING OUT THE LOCKPICK AND UNLOCK THE DOOR. ENTER THE TOOL SHED.



You discover that the Local Mafia don has kidnapped Vittorio and wants \$500,000 as a ransom. Since you gave all of your money to the church, you have to find another way to secure the priest's release. It looks like you're back in business.



THIS IS WHERE YOU STORE ALL OF YOUR WEAPONS AND EQUIPMENT. THE WALLS ARE BARE FOR NOW—HOWEVER, AS YOU COLLECT WEAPONS DURING FUTURE MISSIONS, THEY APPEAR ON THE WALLS IN THE APPROPRIATE PLACES. FOR NOW, GRAB MORE AMMO AND THE FIBER WIRE ON THE WALL AND EXIT.

EXIT THE COURTYARD AND HEAD DOWNSTAIRS TO THE GARDEN SHED.



HEAD OVER TO THE SCARECROW TO PRACTICE KILLING SILENTLY.
APPROACH THE SCARECROW FROM BEHIND. BRING OUT YOUR FIBER WIRE AND PULL IT TAUT. AS YOU COME UP TO THE SCARECROW, RELEASE THE WIRE TO STRANGLE THE SCARECROW.





Once you enter, you dig up your past. During the cutscene, the Hitman contacts the Agency. Diana offers you information on the Mafia don in return for you returning to work. She wants to make sure you still have the skills that made you the best assassin in the world.

PUT THE FIBER WIRE AWAY AND WALK TOWARD THE RUINS. ALONG THE WAY, TRY SNEAKING AND CROUCHING. SNEAKING LETS YOU MOVE WITHOUT MAKING A SOUND.







CROUCHING HELPS STABILIZE YOUR AIM WHILE SHOOTING. PULL OUT YOUR BALLERS AGAIN AND SHOOT THE WATERMELONS WHILE CROUCHED.

NEXT HEAD OVER TO THE GARDEN SHED. PRACTICE LEANING OUT AND AROUND THE CORNER OF THE SHED. QUICKLY STEP OUT AROUND THE CORNER BY DOUBLE-TAPPING THE LEAN BUTTON. PRACTICE STEPPING OUT FROM THE CORNER AND FIRING YOUR PISTOLS. THIS TACTIC CAN HELP YOU GET THE DROP ON AN ENEMY.





ONCE YOU FEEL COMFORTABLE WITH THE CONTROLS, ENTER THE GARDEN SHED AND WALK OVER TO THE LAPTOP COMPUTER TO BEGIN THE NEXT MISSION. GOOD LUCK.

# Anathema

THE AGENCY HAS TRACKED DOWN THE LOCATION OF FATHER VITTORIO. HE IS BEING HELD IN THE BASEMENT OF GUILLIANO'S VILLA. THE VILLA IS WELL GUARDED, AND IT WILL BE DIFFICULT TO GET INSIDE.

# **Mission Objectives**

- Kill Don Guiseppe Guilliano
- Find the key to Vittorio's prison cell
- Rescue Vittorio in the basement
- Escape







## Mission Information

FATHER VITTORIO IS BEING HELD IN THE BASEMENT. TO OPEN HIS CELL, YOU MUST HAVE THE CORRECT KEY. THIS LOCK CANNOT BE PICKED. GUILLIANO CARRIES THE ONLY KEY TO THE CELL. UNLESS YOU WANT A MAJOR GUNFIGHT, SNEAK INTO THE COMPOUND USING A DISGUISE. THERE ARE SOME WEAPONS WITHIN THE COMPOUND THAT YOU CAN USE.

# Weapons and Equipment

- Ballers
- Fiber wire
- Anesthetic
- Binoculars
- Lockpick

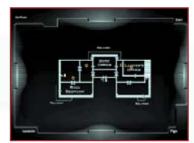
## Maps



Villa grounds



1st floor



2nd floor



Basement

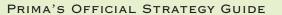
#### Note



For each of the Hitman's missions, there is often more than one way to complete you to be creative and play missions over and over again to find different ways to make the hit. In each of the walkthroughs, a specific strategy is presented, with some alternate tactics as well. However, feel free to experiment to find even more ways to get the job done.









# **Completing the Assignment**

### **Getting into the Villa**



You begin the mission on a hillside southeast of the don's villa. From this vantage point, you can see several guards patrolling the grounds. To enter the villa and move about, you need a disguise.

HEAD DOWN THE HILL TOWARD THE SIDE DOOR IN THE WALL.





STAND TO THE RIGHT OF THE DOOR AND WAIT FOR THE GUARD TO COME OUT.



WHEN HE COMES OUT TO RELIEVE HIMSELF, SNEAK UP BEHIND HIM AND USE THE FIBER WIRE TO TAKE HIM OUT. THEN DRAG HIS BODY THROUGH THE DOOR AND BACK INTO THE VILLA GROUNDS.



CHANGE INTO THE GUARD'S SUIT AND USE IT FOR A DISGUISE.



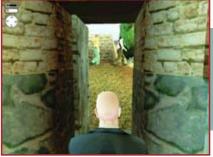
## Eliminating the Don



NOW HEAD TOWARD THE VILLA HOUSE. WALK PAST THE KITCHEN DOOR, AND NORTH TO A DOOR IN THE WALL LEADING TO THE BACKYARD AREA.

WAIT OUTSIDE THE DOOR AND WATCH FROM THE MAP SCREEN.





YOU ARE WAITING FOR THESE TWO GUARDS TO HEAD TO THE NORTHERN PART OF THE MAP.





ONCE IT'S CLEAR, GO THROUGH THE DOOR AND TURN LEFT. RUSH TO THE LADDER AND TAKE IT UP TO THE ROOF.







GO AROUND THE BALCONY AREA OUTSIDE OF THE OFFICE TO THE DOOR ON THE OTHER SIDE AND WAIT.



WATCH THE MAP AND WAIT FOR THE DON (THE RED DOT) TO ENTER THE OFFICE.

THEN OPEN THE DOOR, SNEAK UP BEHIND HIM, AND TAKE HIM OUT WITH THE FIBER WIRE. PICK UP THE KEY AND THE REVOLVER. This completes the first TWO OBJECTIVES.



### Releasing Vittorio



EXIT THE OFFICE THROUGH THE DOOR IN THE NORTHEAST CORNER. HEAD EAST ACROSS THE ROOF.

TURN RIGHT AND FOLLOW THE EDGING OF THE BUILDING FOR A BIT. DROP DOWN ONTO THE GRASS JUST SHORT OF THE STAIRS LEADING DOWN INTO THE BASEMENT. IF YOU TRY TO DROP DOWN ONTO THE STAIRS, YOU WILL HURT YOURSELF.



CONTINUE DOWN INTO THE BASEMENT.



OPEN THE CELL DOOR TO RELEASE VITTORIO. THE CELL IS EMPTY. DIANA TELLS YOU THAT HE WAS MOVED PRIOR TO YOUR ARRIVAL.





Now make your way out of THE BASEMENT THROUGH THE STAIRS LEADING OUTSIDE. CONTINUE PAST THE GARAGE AND OUT THE DOOR IN THE WALL THROUGH WHICH YOU ENTERED. EXIT THE MISSION BY WALKING ALONG THE ROAD ON WHICH THE POSTMAN ENTERS THE MISSION.



Tip

If the guards are ever alerted, expect a shootout. Find a room with only one entrance, like the bedroom, and make a stand. Position yourself to one side of the door and pick off guards as they enter. The Deagle and the Ballers pack a bigger punct than the 9mm Pistols. The golf club is quite effective—take out an enemy with one swing.

HEAD BACK INTO THE VILLA, DROPPING OFF THE SNIPER RIFLE IN THE GARAGE BEFORE ENTERING THE MANOR THROUGH THE STAIRS LEADING TO THE BASEMENT.



#### **Alternate Tactics**

There are several other ways to complete this mission. Here are a few ideas.



AFTER TAKING OUT THE GUARD WHO WAS RELIEVING HIMSELF, HIDING THE BODY, AND TAKING HIS SUIT, RUN TO THE GARAGE AND GET THE R93 SNIPER RIFLE. IT HAS THREE ROUNDS OF AMMUNITION, BUT THAT'S ENOUGH FOR 47.

Make your way to the don's room, avoiding all guards. You have to take out the one by the door to his room. Go out on the balcony and get the key. In taking out the guard, you'll probably have a lot of enemies in pursuit, so get ready to shoot.



RETURN TO YOUR STARTING LOCATION AND USE THE SNIPER RIFLE TO TAKE OUT THE DON WHILE HE IS ON HIS BALCONY.







GRAB THE DEAGLE AND LOTS OF AMMO IN THE ROOM IN THE NORTHWEST CORNER OF THE FIRST FLOOR.

IF YOU TAKE OUT THE GUARDS IN THE BACK YARD, THE ONE IN THE WHITE SHIRT HAS SOME KEYS. PICK THEM UP. THEN WHEN YOU ARE MAKING YOUR ESCAPE, HEAD INTO THE GARAGE. WALK OVER TO THE DRIVER'S DOOR AND CHOOSE "ESCAPE IN THE CAR" FROM THE ACTION MENU.





HITMAN 47 MAKES HIS ESCAPE IN STYLE.



# St. Petersburg Stakeout

EVEN THOUGH FATHER VITTORIO WAS NOT AT THE SICILIAN VILLA, 47 HAS A DEBT TO REPAY TO THE AGENCY. IN EXCHANGE FOR INFORMATION ON THE VILLA, 47 AGREED TO TAKE A CONTRACT. THIS IS A SINGLE HIT IN THE CITY OF PETER THE GREAT.

YOUR TARGET IS AN EX-KGB OFFICER. HE WILL ATTEND A MEETING AT 1300 HOURS IN THE PUSHKIN BUILDING ON VAROSNIJ SQUARE. IT TAKES PLACE IN A ROOM IN THE WEST WING ON THE SECOND FLOOR. THE MEETING WAS ARRANGED SO YOU COULD MAKE YOUR HIT.

# Mission Objectives

- Kill the general at the meeting
- Don't harm anyone else attending the meeting
- Return to the subway train to escape



THE MEETING TAKES PLACE IN THE ROOM BEHIND THIS WINDOW.

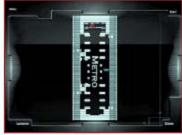
## **Mission Information**

The subway provides your entrance and exit to and from the hit area. Some weapons have been stashed in the subway station in locker 137: A sniper rifle, pistol, and ammunition. All access routes to the building where the meeting takes place have been blocked by military patrols. However, a sewer system runs underneath the area with several exits, including one inside the subway station. In addition to the weapons in the locker, there are a couple of uniforms near the meeting location. A disguise as a Russian soldier will be helpful in moving around safely. There is no easy way into the Pushkin Building. Your best bet is to take a shot with a sniper rifle from the building across the street. This building is marked on the map.

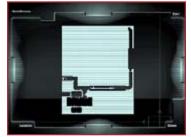
# Weapons and Equipment

- 9mm Pistol
- Rallers
- Anesthetic
- R93 sniper rifle (from Anathelma)

## **Maps**







Metro entrance







Streets

# Completing the Assignment

### Leaving the Station



THE SUBWAY TRAIN DROPS YOU OFF AT THE METRO STATION. AFTER EXITING THE TRAIN, HEAD STRAIGHT TOWARD THE STAIRS AND UP.

CONTINUE UP THE ESCALATOR TO THE SIDE LOCKER ROOM.





WAIT UNTIL THE SOLDIER BEGINS WALKING TOWARD THE LOCKERS, THEN TAKE HIM OUT WITH YOUR BALLERS.





Drag the body behind the lockers so no one can find it.

THEN PUT ON THE SOLDIER'S UNIFORM AS YOUR DISGUISE.





Now head back down to the metro station where you first arrived.



GO RIGHT TOWARD THE END OF THE STATION WHERE THE LOCKERS ARE.



FIND LOCKER 137 AND PICK THE LOCK. INSIDE SIT A SVD SNIPER RIFLE, A 9MM PISTOL, AND AMMO FOR EACH.



If you take the R93—which is superior to the SVD—don't waste time at the locker. Instead, rush to the sewers. If the citizens in the station see you with either rifle, they will alert a guard.



HEAD UP THE STAIRS NEAR THE PILLARS AND TURN LEFT.

FOLLOW THE CORRIDOR AROUND TO AN ESCALATOR. CLIMB TO THE TOP, THEN TURN LEFT DOWN INTO ANOTHER ROOM.





HEAD BACK INTO THE LOCKER ROOM WHERE YOU KILLED THE SOLDIER.

WALK OVER TO THE NEXT DOOR AND PICK THE LOCK.





## Getting to the Apartment



WITH THE DOOR UNLOCKED, OPEN IT AND ENTER THE SEWERS. FOLLOW THE TUNNELS AROUND, TURNING LEFT AT EVERY FORK OR INTERSECTION. YOU WILL COME TO THE SOUTHERNMOST LADDER.



CLIMB THE LADDER BUT DO NOT STICK YOUR HEAD OUT OF THE MANHOLE. INSTEAD, TILT YOUR VIEW SO YOU CAN SEE AROUND THE OUTSIDE OF THE MANHOLE.



YOU ARE BEHIND TWO SOLDIERS NEAR A BARRICADE AND RIGHT IN FRONT OF A THIRD SOLDIER. IF YOU POP UP, HE WILL SEE YOU AND START SHOOTING.

LOCATE THE TRUCK AND THEN CLIMB OUT OF THE SEWERS AND HOP IN THE BACK. CROUCH DOWN AND ZOOM OUT THE VIEW TO SEE WHERE THE TRUCK IS HEADED.





THE TRUCK TAKES YOU THROUGH A SECOND BARRICADE, THEN STOPS BEHIND THE APARTMENT BUILDING FROM WHICH YOU CAN SNIPE AT YOUR TARGET. GET OUT OF THE TRUCK, AND HEAD FOR COVER BEHIND A WALL. THERE ARE TWO SOLDIERS

PATROLLING NEAR THE BUILDING TO THE NORTH AND TWO SOLDIERS POSITIONED NEAR A TRUCK TO YOUR SOUTH.

### Making the Hit



HEAD NORTH TO THE APARTMENT BUILDING, HIDING FROM THE TWO PATROLLING SOLDIERS BEHIND THE BUILDING OR THE DUMPSTERS. WAIT UNTIL THE SOLDIERS WALK AWAY FROM YOU, THEN RUSH IN THE DOOR. IF THEY SEE YOU, THEY MAY START SHOOTING.

AFTER ENTERING, HEAD TO THE STAIRCASE AND ASCEND THREE FLIGHTS TO THE FOURTH FLOOR.



<u>Tip</u>

The second and third floors of the apartment have windows overlooking the Pushkin Building; Look for an open window to shoot through. If you try to shoot through a closed window, your shot will be deflected causing you to miss the first shot. Since you only have time for one shot, don't waste it.



MOVE THROUGH THE ROOMS UNTIL YOU FIND THE ONE WITH AN OPEN WINDOW GIVING YOU A VIEW OF THE MEETING.

PULL THE TRIGGER ONCE
TO BRING UP YOUR SNIPER
SCOPE VIEW. ZOOM IN AS
MUCH AS YOU CAN. DIANA
HELPS YOU DISCERN
WHICH PERSON IS YOUR
TARGET. HE IS THE ONE IN
THE UNIFORM SEATED
NEAR THE WINDOW ON THE
LEFT SIDE. WAIT UNTIL
YOUR VIEW STABILIZES,
THEN TAKE YOUR SHOT.





BE SURE NO ONE IS IN THE WAY OR BEHIND THE TARGET, SINCE YOU CAN'T KILL ANYONE ELSE IN THE ROOM.

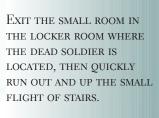


RETRACE YOUR ROUTE THROUGH THE SEWERS BACK TO THE METRO STATION ENTRANCE AREA.

## The Escape



IMMEDIATELY AFTER YOUR TARGET IS ELIMINATED, HEAD TO GROUND LEVEL. CHECK YOUR MAP FREQUENTLY TO SEE IF ANY SOLDIERS COME TO INVES-TIGATE THE APARTMENT.



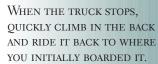




BEFORE EXITING THE BUILDING, CHECK THE MAP OF THE STREET LEVEL AND MAKE SURE THE SOLDIERS PATROLLING OUT BACK ARE WALKING AWAY. THEN RUSH OUT AND HIDE BEHIND THE DUMPSTERS UNTIL THE TRUCK ARRIVES.



HEAD DOWN THE ESCALATOR AND PAST THE PILLARS DOWN INTO THE METRO STATION.









WHILE THE TRUCK BLOCKS THE VIEW OF THE ONE SOLDIER, CLIMB BACK DOWN THE MANHOLE INTO THE SEWERS.



ONCE YOU APPROACH THE DOORS THE MISSION ENDS AS YOU MAKE YOUR ESCAPE.



#### **Alternate Tactics**

There are several different ways to complete this mission. Here are a few ideas, though in each you'll need to bring a sniper rifle with you. To get the highest rating, follow these steps and don't kill anybody but your target.



Instead of taking the truck, exit the sewers through a manhole in the northeast. Just outside of it, by a truck, is a Russian uniform. Before popping up and grabbing it, check the map to be sure no soldiers are looking in your direction.

NOT FAR FROM THE
NORTHWEST MANHOLE, A
SINGLE SOLDIER LOOKS
OUT OVER THE STREET.
YOU CAN MOVE BEHIND
SOME BUILDINGS AND
SNEAK UP BEHIND HIM TO
USE THE ANESTHETIC TO
KNOCK HIM OUT. BE SURE
TO USE IT ALL, THEN TAKE
HIS UNIFORM. USE THIS



Tactic if you're bringing the R93 sniper rifle from the previous mission.



AFTER GETTING A
UNIFORM, RUN TOWARD
THE FRONT OF THE
APARTMENT BUILDING,
CAREFUL TO AVOID THE
SOLDIERS PATROLLING IN
FRONT. AS LONG AS YOU
DON'T GET TOO CLOSE,
THEY WON'T BECOME
ALARMED. AFTER THE HIT,
HEAD BACK TO ONE OF THE

MANHOLES WHILE KEEPING YOUR DISTANCE FROM SOLDIERS.

# Kirov Park Meeting

Your debt with the Agency has now been paid. However, the client for your last mission wants you to do another job. Diana agrees to your fee of \$300,000—triple the standard rate. However, you don't do standard hits, and besides, you have a reputation to maintain.

# Mission Objectives

- Collect equipment
- Kill General Makarov
- Kill his Mafia connection, Igor Kubasko





Seneral Makarov

Igor Kubasko

## **Mission Information**

This mission may seem difficult at first. The park is surrounded by guards—soldiers as well as Mafia muscle. If you even try to get near the park they order you to leave and then start shooting if you don't move fast enough. Shortly after the mission begins, the two targets arrive in limousines. The general's limo parks south of the park while Kubasko's limo parks just to the north. Just outside the park, to the southeast, is a stash of equipment hidden near some dumpsters. Just about everything you need can be found there.

## Weapons and Equipment

**Ballers** 

Anesthetic

## **Maps**



Streets



Sewers

# Completing the Assignment

### **Getting the Equipment**



You arrive on the scene in a classy speedboat.







START OFF BY WALKING TOWARD THE PARK.

WAIT ACROSS THE STREET FROM THE DUMPSTERS UNTIL THE SOLDIER PATROLLING THE AREA BEGINS WALKING TO THE LEFT.





CROSS THE STREET SO YOU GET TO THE DUMPSTERS JUST AS THE SOLDIER IS WALKING AWAY AND NOT LOOKING AT YOU.



necessary. However, to get the best rating for the mission, you should avoid him by timing your

QUICKLY WALK OVER TO THE STASH AND PICK UP TWO CAR BOMBS. MOVE AWAY. LEAVE THE SNIPER RIFLE OR THE SOLDIER MAY SEE YOU WITH THEM AND START SHOOTING.





WITH NOTHING IN YOUR HANDS AND THE CAR BOMBS IN YOUR SUIT, WALK OUT INTO THE STREET TOWARD THE NEARBY MANHOLE.

#### Planting the First Bomb



CLIMB INTO THE SEWERS SO YOU CAN MOVE ABOUT THE AREA UNNOTICED.



HEAD TO THE NORTH-ERNMOST MANHOLE TO EXIT THE SEWERS BEHIND THE BUILDING NORTH OF THE PARK.

BY THE TIME YOU GET THERE, A CHAUFFEUR SHOULD BE WALKING BY, HEADED TO THE CORNER TO RELIEVE HIMSELF.





SNEAK UP BEHIND HIM AND USE THE ANESTHETIC TO KNOCK HIM OUT COLD. BE SURE TO USE ALL OF IT SO HE WON'T WAKE UP DURING THE MISSION.





Now you can change into the chauffeur's uniform. Put away the bottle of chloroform.

IN YOUR NEW DISCUISE, WALK AROUND THE SIDE OF THE BUILDING AND APPROACH KUBASKO'S LIMO.





WALK OVER TO THE LIMO AND PLANT THE FIRST CAR BOMB.



THEN HEAD BACK AROUND THE BUILDING TOWARD THE MANHOLE.



You might as well change back into your regular clothes. It's a fine-looking suit.

### Planting the Second Bomb



Now head back into the sewers.

Make your way through the subterranean passages to the southwesternmost manhole. The general's limo is parked directly above it.



CLIMB TO THE TOP OF THE LADDER AND PLANT THE SECOND CAR BOMB. YOU CAN DO THIS WITHOUT EXPOSING YOURSELF.



Make your way back Through the sewer to the first manhole where you entered the system. Climb out of the sewer.





THEN HEAD BACK TO THE BOAT TO AWAIT THE FIREWORKS.





WHEN THE MEETING IS OVER, THE TWO TARGETS HEAD BACK TO THEIR LIMOS.







...THE BOMBS DETONATE.



THIS COMPLETES YOUR OBJECTIVE WITH THE HIGHEST LEVEL OF ACHIEVEMENT BECAUSE YOU TOOK OUT ONLY THE TARGETS—IF YOU ONLY KNOCKED OUT THE CHAUFFEUR AND DIDN'T KILL HIM.



ONCE BOTH BOMBS
DETONATE, WALK OVER TO
THE BOAT TO MAKE YOUR
GETAWAY.

#### **Alternate Tactics**



IF YOU CHOOSE NOT TO USE THE CAR BOMBS, YOU HAVE TO DO SOME SNIPING.
START OFF BY TAKING OUT THE SOLDIER BY THE STASH SO THAT NO ONE CAN SEE HIS BODY.



Take his uniform as well as the SVD sniper rifle in the stash along with the extra ammo.



CROSS THE STREET AND HEAD TO THE CHURCH WITH THE HIGH TOWER.

HIDE BEHIND THE
DUMPSTERS TO AVOID THE
PATROLLING SOLDIER. IF
NECESSARY, USE THE 9MM
PISTOL SD TO TAKE HIM
OUT SILENTLY.





PICK THE LOCK TO THE SIDE DOOR OF THE CHURCH AND ENTER WITHOUT BEING SEEN.



## ST. PETERSBURG

TAKE OUT THE SOLDIER AT THE TOP OF THE TOWER. YOU CAN SHOOT HIM BEFORE YOU GET ALL THE WAY TO THE PLATFORM.





THE TOWER GIVES YOU A GREAT VIEW OVERLOOKING THE PARK.



Take aim while zoomed in and fire.



WITH GOOD AIM, YOU CAN TAKE OUT BOTH TARGETS WITH A SINGLE SHOT.

THE ONLY PROBLEM WITH THIS TACTIC IS THAT SOLDIERS WILL RUSH UP THE TOWER TO GET YOU. PICK UP THE AK FROM THE DEAD SOLDIER AT THE TOP OF THE STAIRS AND GET READY TO FIGHT.





THE TOP OF THE RADIO TOWER TO THE WEST OF THE PARK IS ANOTHER GREAT SPOT FOR SNIPING. IT CAN BE ACCESSED THROUGH THE SEWER SYSTEM. HOWEVER, TAKE OUT ALL THE SOLDIERS NEARBY BEFORE CLIMBING TO THE TOP. ONCE YOU SHOOT, YOU ARE EXPOSED

AND SHOULD GET DOWN QUICKLY AND MAKE YOUR WAY TO THE SEWERS FOR YOUR ESCAPE TO THE BOAT.

# Tubeway Torpedo

You have already neutralized two generals. Now you must assassinate a third. This general is interrogating people in the basement of the military facilities just off Nevsky Prospect. You'll find him in the maze of corridors that the FCK headquarters comprises. You must also ensure that the prisoner currently being interrogated survives the mission and escapes with you. Since the other two assassinations of generals, security has been beefed up.

# **Mission Objectives**

- Kill General Mikhail Bardachenko
- Free the prisoner from the second basement

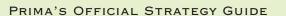


General Bardachenko



#### Mission Information

This mission can be tough if you do not use stealth and cunning to infiltrate the HQ complex. All areas teem with soldiers carrying automatic weapons; don't get into a firefight. Furthermore, if the general becomes alerted to your presence, he will shoot the prisoner—ending the mission in failure. The mission requires you to accomplish several tasks. First get a Russian uniform and find passage into the HQ. Get down to the basement levels and find the prisoner. Finally, rescue the prisoner and make your escape.





## **Maps**







The streets

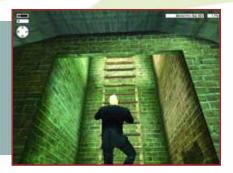


First basement of HQ



Second basement of HQ

CLIMB UP THE LADDER, BUT HOLD AT THE TOP AND LOOK AROUND OUTSIDE WITHOUT EXPOSING YOUR HEAD. WAIT UNTIL THE PATROLLING GUARD WALKS AWAY TO THE RIGHT.



THEN POP UP AND MOVE BEHIND THE CRATES FOR COVER.



# Completing the Assignment

## Getting into the HQ Complex



YOU BEGIN THE MISSION DOWN IN THE SEWERS AGAIN. THE ONLY WEAPONS AND EQUIPMENT YOU CARRY ARE WHAT YOU HAD AT THE END OF THE PREVIOUS MISSION WHEN YOU MADE YOUR GETAWAY IN THE BOAT. USE THE OMM PISTOL SD PISTOL FOR SILENT KILLING. IF YOU HAVE THE SVD

SNIPER RIFLE, DUMP IT. YOU WON'T NEED IT.



IF YOU DON'T HAVE A SILENCED PISTOL, HEAD THROUGH THESE DOORS.

INSIDE YOU FIND AN ASSAULT RIFLE AND AMMO. FIRE A ROUND TO ATTRACT SOLDIERS, THEN KILL THEM AS THEY ENTER. TWO OR THREE SHOULD COME AFTER YOU. ONCE THEY ARE ALL DOWN, TAKE A UNIFORM AND DROP THE ASSAULT RIFLE. THEN SKIP AHEAD TO



FOLLOW THE PATHWAY DOWN IN THE SEWER TO THE LADDER DESIGNATED ON YOUR MAP. THE ONE MARKED WITH THE LARGE RED ARROW LEADS TO THE ARMY DEPOT.





TO LIMIT THE NUMBER OF SOLDIERS YOU HAVE TO KILL, WATCH THE MAP TO SEE WHEN THE TWO SOLDIERS THAT COME TO THE EASTERN SIDE ARE BOTH MOVING WEST AND THE SOLDIER IN THE FAR WEST IS NOT LOOKING EAST. THEN RUN FOR THE GROUP OF THREE CRATES SOUTH OF THE MANHOLE.



#### ST. PETERSBURG



HIDE HERE UNTIL THERE'S ANOTHER OPENING.



WHILE NO ONE IS LOOKING, AND WHILE THE SOUTHERN SOLDIER ON THE PLATFORM IS WALKING AWAY, RUSH UP ONTO THE PLATFORM AND GO AFTER HIM.



SHOOT HIM WITH THE SILENCED PISTOL WHILE HE IS BEHIND THE TWO CRATES.

THEN RUSH FORWARD AND TAKE HIS UNIFORM. DRAG THE BODY DIRECTLY BEHIND THE CRATES IF NECESSARY SO THE OTHER SOLDIERS CAN'T SEE IT.





HOLSTER YOUR WEAPON AND CONTINUE WEST TO THE STAIRS. THEN GET DOWN FROM THE PLATFORM AND HEAD NORTH TO YOUR STASH OF WEAPONS AND EQUIPMENT.



THERE YOU FIND A
REMOTE CONTROL BOMB,
THE REMOTE DETONATOR,
A 9MM PISTOL SD IF YOU
DON'T HAVE ONE, A PHONE,
A PAGER, NIGHT-VISION
GOGGLES, AND AMMO.
GRAB IT ALL.



Make sure all weapons and equipment are hidden on your person, then move out toward the truck. Don't get too close to any soldiers or they may see through your disguise and start shooting.

QUICKLY CLIMB INTO THE BACK OF THE TRUCK; IT DRIVES OFF.



THE TRUCK CARRIES YOU ACROSS THE MAP AND INTO THE HQ COMPLEX, PAST TWO SOLDIERS.



#### Find the General and the Prisoner



WHEN THE TRUCK STOPS, DISEMBARK AND GO TO THE RIGHT AROUND THE TRUCK. WALK PAST THE SOLDIERS AND AVOID LETTING THEM GET TOO CLOSE. MAKE FOR THE DOOR IN THE SOUTHEAST.





QUICKLY OPEN THE DOOR AND ENTER THE BUILDING.







AVOID SOLDIERS AS YOU HEAD TO THE ELEVATOR.



THERE'S AN OFFICER IN THE CONTROL ROOM.



CALL THE ELEVATOR UP TO YOUR LEVEL, THEN ENTER IT AND CHOOSE "1ST BASEMENT" TO BEGIN YOUR DESCENT.



YOUR DISGUISE WILL KEEP YOUR IDENTITY SECURE; MOVE SMOOTHLY INTO THE CONTROL ROOM.

When the doors open, exit and move down the hallway. Stay away from soldiers or pass by them quickly.



CROSS TO THE OTHER SIDE AND EXIT THROUGH THESE DOORS.



TURN LEFT INTO THE SHORT HALLWAY LEADING TOWARD THE CONTROL ROOM.





THE NEXT ROOM CONTAINS THE SURVEILLANCE SYSTEM. TAKE OUT THE 9MM PISTOL SD AND DISABLE ALL OF THE SURVEILLANCE CAMERAS.

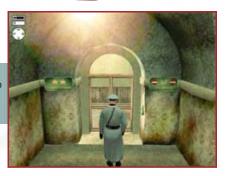


## ST. PETERSBURG



Now exit the room, heading east, then follow the corridor south and then west. Stop at the door to the officer's quarters shown here. Make sure no soldiers are patrolling nearby as you pick the lock.

HEAD TO THE ELEVATOR AND TAKE IT DOWN.



Inside, on a cot, lies an officer's uniform. Put it on so you can get past the soldiers guarding the way to the second basement level.



IN THE SECOND BASEMENT LEVEL, MAKE YOUR WAY THROUGH THE CORRIDORS TO THE SOUTHWESTERNMOST DOOR. KEEP AWAY FROM PATROLLING SOLDIERS AS MUCH AS POSSIBLE.



EXIT THE ROOM AND HEAD WEST AGAIN. TURN LEFT INTO THE NEXT SHORT HALLWAY AND ENTER THE ROOM INDICATED ON THE MAP, WHERE YOU MUST BLAST YOUR WAY INTO THE SUBWAY. WALK OVER TO THE BRICK WALL AND DROP THE BOMB. IT AUTOMATICALLY ARMS.



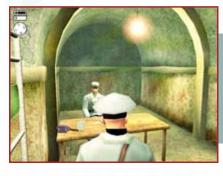
YOU HAVE TO PICK THE LOCK, SO MAKE SURE NO ONE IS LOOKING.

LEAVE THE ROOM AND
CONTINUE NORTH AND WEST
THROUGH THE CORRIDORS
TO A SECURITY STATION.



ENTER THE OBSERVATION ROOM, WHERE YOU CAN SEE THE GENERAL INTERRO-GATING THE PRISONER.





ONLY OFFICERS ARE ALLOWED PAST HERE. SINCE YOU HAVE ON THE CORRECT UNIFORM, THE SOLDIER DOESN'T STOP YOU.



USING THE 9MM PISTOL SD, SHOOT THE GENERAL THROUGH THE GLASS, THEN JUMP THROUGH THE BROKEN WINDOW.





HITMAN 47 RELEASES THE PRISONER. BE SURE TO PICK UP THE COMBAT KNIFE AND PISTOL, THEN HOLSTER THEM.

#### Make your Escape



HEAD BACK TO THE ELEVATOR TO MAKE YOUR WAY BACK UP TO THE FIRST BASEMENT LEVEL.



AT THE TOP, QUICKLY MOVE THROUGH THE SECURITY STATION. IF THE SOLDIER TRIES TO STOP YOU, SHOOT HIM.

HEAD TO THE ROOM WHERE YOU LEFT THE BOMB.



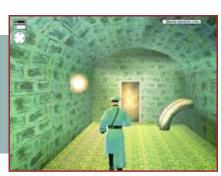
PULL OUT THE BOMB REMOTE CONTROL AND ACTIVATE IT TO SET OFF THE BOMB.





RUN OUT THROUGH
THE OPENING AND INTO
THE SEWERS. MOVE
QUICKLY BECAUSE
SOLDIERS ARE RUNNING
TO THE BLAST SITE.

KEEP MOVING TO THIS DOOR. DON'T WORRY ABOUT THE SOLDIERS SHOOTING AT YOU. IF YOU STOP TO SHOOT BACK, YOU'LL GET HURT. JUST KEEP RUNNING.





WHEN BOTH YOU AND THE PRISONER REACH THE DOOR, HE USES A KEYCARD TO LET YOU OUT AND COMPLETE THE MISSION.

# Invitation to a Party

Your next assignment is to eliminate Vladimir Zhupikov, the fourth general from the arms deal. He has defected to the German Embassy and will be requesting asylum in Germany. It is vital to your client that his briefcase is retrieved—it contains a guidance system that the general will probably try to peddle to the highest bidder in the West. There is a party tonight at the embassy, and loads of glitterati and socialites—a perfect cover for your assignment, so wear a tux. Unfortunately, you don't have an invitation, and you can expect security to be ultra tight. The Russians are furious about the prospect of a former general defecting to a NATO country. They have sent a Spetznatz agent to the party, so be careful.

# Mission Objectives

Kill the general

Secure the briefcase





General Vladimir Zhupikov



The German ambassador

### Mission Information

SINCE THE EMBASSY IS CRAWLING WITH SECURITY, YOU HAVE TO BE CAREFUL HOW YOU CONDUCT YOUR HIT. THE GENERAL HAS SECURED HIS BRIEFCASE IN ONE OF THE EMBASSY SAFES. ONLY THE GERMAN AMBASSADOR HAS THE COMBINATION TO THE SAFES. BECAUSE OF THE SPETZNATZ AGENT, YOU HAVE TO MOVE FAST. EXPECT HIM TO TRY TO GET TO THE BRIEFCASE AND RECOVER THE MISSILE GUIDANCE SYSTEM FOR THE RUSSIANS. TO COMPLETE THIS MISSION SUCCESSFULLY, YOU HAVE TO INFILTRATE THE EMBASSY, THEN TAKE OUT THE GENERAL. ONCE YOU HAVE THE BRIEFCASE, MAKE YOUR ESCAPE.

## Weapons and Equipment

Whatever weapons and equipment you carry over from previous mission

## **Maps**



Streets



Embassy basement



Embassy first floor



Embassy second floor

# Completing the Assignment

#### Getting into the Embassy



YOU BEGIN THIS MISSION ON THE RIVERFRONT EAST OF THE EMBASSY.



START BY CLIMBING THE STAIRS.

AT THE TOP, SWITCH TO STEALTH MODE AND SNEAK AROUND BEHIND THE WAITER TAKING A BREAK. IF YOU WALK OR RUN, HE WILL TURN AROUND AND LOOK AT YOU, MAKING IT TOUGHER TO DEAL WITH HIM.



USE EITHER ANESTHETIC OR THE FIBER WIRE TO TAKE DOWN THE WAITER. ANESTHETIC IS BEST IF YOU HAVE ANY SINCE IT WILL NOT KILL HIM. THIS HELPS YOUR RATING.





PICK UP THE DOOR KEYS FROM THE WAITER AND TAKE HIS UNIFORM.





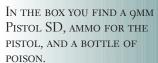
THEN DRAG THE BODY OUT OF SIGHT.



Make sure all weapons are holstered, then head southwest toward the stash left for you by the Agency.



IT LIES BEHIND A DUMPSTER SOUTH OF THE EMBASSY.





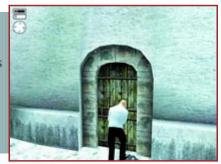
ONCE YOU HAVE EVERYTHING PUT AWAY ON YOUR PERSON, HEAD NORTHEAST.



MOVE NORTH ALONG THE EMBASSY'S EAST WALL. WALK PAST THE GUARD PATROLLING THE WALL. AS LONG AS YOU DON'T STAY TOO CLOSE TO HIM FOR ANY LENGTH OF TIME, HE WON'T SEE THROUGH YOUR DISGUISE.



YOU COME TO A SIDE DOOR THROUGH THE EMBASSY WALL. MAKE SURE NO ONE IS LOOKING, THEN PICK THE LOCK. CHECK THE MAP TO BE SURE THE GUARD ON THE OTHER SIDE OF THE WALL IS NOT NEARBY.





WHEN THE COAST IS CLEAR, ENTER THE EMBASSY GROUNDS AND RUN TOWARD THE BUILDING.

FOLLOW THE DRIVEWAY DOWN TO THE BASEMENT LEVEL AND GO THROUGH THE DOOR.





KEEP YOUR DISTANCE FROM THE GUARD NEAR THE LIMO AS YOU MAKE YOUR WAY THROUGH THE GARAGE.

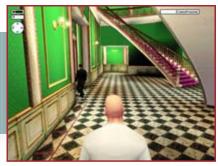


### ST. PETERSBURG



HEAD DOWN THE HALL; WHEN YOU SEE THE DOUBLE DOORS TO THE KITCHEN, DUCK INTO THE STORAGE ROOM ON THE RIGHT.

ONCE THE DRINK IS READY, GO OUT INTO THE MAIN LOBBY AND THROUGH THE DOORS INTO THE BALLROOM.



WHILE IN THE STORAGE ROOM, CHECK THE MAP TO SEE WHERE THE GUARD IS IN THE KITCHEN. WAIT UNTIL HE EITHER LEAVES THE KITCHEN OR MOVES TO ONE END.



WALK UP TO THE GENERAL AND OFFER HIM A DRINK. HE TAKES IT FROM YOU, DRINKS IT, AND RUNS OUT OF THE BALLROOM.



#### A Drink for the General



ENTER THE KITCHEN AND WALK UP TO THE BOTTLE OF CHAMPAGNE. PICK UP A GLASS.



THE POISON WORKS
QUICKLY. SHORTLY AFTER
REACHING THE WATER
CLOSET, THE GENERAL DIES.
AND YOU DIDN'T EVEN HAVE
TO HIDE THE BODY.

#### Tip





EXIT THE KITCHEN
THROUGH ONE OF THE
DOUBLE DOORS—
WHICHEVER ONE IS
FARTHEST AWAY FROM
THE GUARD.



As you head upstairs to the first floor, pull out the champagne flute. Then take out the poison. You automatically pour some of the poison into the champagne—creating a deadly cocktail.

#### The Race for the Briefcase

WHILE YOU ARE IN THE BALLROOM, WATCH FOR THE SPETZNATZ AGENT. IF YOU SEE HIM APPROACH THE AMBASSADOR, HE IS HOLDING HIM UP. HE WILL TAKE HIM UPSTAIRS AND FORCE HIM TO OPEN THE SAFE.

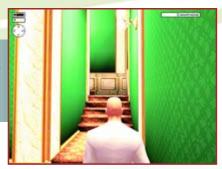




YOU NEED TO GET UP TO THE SECOND FLOOR AND FAST. HOWEVER, THE MAIN STAIRCASES IN THE LOBBY ARE WATCHED CAREFULLY.



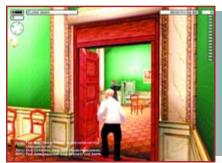
Instead, head to the rear stairs in the embassy's northeastern corner.



USE THE MAP TO SEE
WHERE THE TWO ARE
HEADED. THEY WILL GO TO
ONE OF TWO OFFICES. ONE
IS IN THE SOUTHWEST AND
THE OTHER IN THE
SOUTHEAST. THERE ARE
FOUR SAFES—TWO ON EACH
FLOOR IN THE SOUTHWEST
AND SOUTHEAST. THEY ARE
MARKED ON THE MAP.



WHICHEVER OFFICE THE AGENT AND AMBASSADOR GO INTO, ENTER THE CONNECTED ROOM NEXT DOOR.



WALK OVER TO THE DOOR AND PULL OUT YOUR 9MM PISTOL SD. CAREFULLY TAKE OUT THE SPETZNATZ AGENT WITH A SINGLE ROUND TO THE HEAD AFTER THE AMBASSADOR HAS OPENED THE SAFE.

BE READY FOR A GUARD WHO MAY ENTER IF HE HEARS THE COMMOTION. TAKE HIM OUT BEFORE HE SOUNDS AN ALERT.





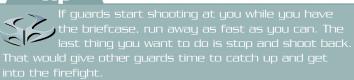
WALK OVER TO THE OPENED SAFE AND PICK UP THE BRIEFCASE.

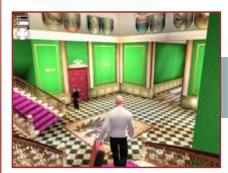
#### The Getaway



HOLSTER YOUR WEAPON AND THEN GET OUT.

Tip





TAKE THE MAIN STAIRCASE DOWN TO THE LOBBY...



...AND WALK RIGHT OUT THE FRONT DOOR. AS USUAL, MOVE QUICKLY PAST GUARDS SO THEY DON'T SEE THROUGH YOUR DISGUISE.

Once you get outside, you are almost home free. Look to see where the guards are patrolling and avoid them.





HEAD TO THE DOOR IN THE EASTERN WALL.



KEEP RUNNING ALL THE WAY TOWARD THE RIVER.





IF YOU ARE NOT BEING CHASED, CHANGE BACK INTO YOUR SIGNATURE SUIT.



DESCEND THE STAIRS TO YOUR WAITING BOAT TO COMPLETE THE MISSION.

When you open the briefcase, you see that it does not contain the missile guidance system. Instead, it has money and stock certificates for Japanese corporations. Looks like you are headed to Japan.



#### **Alternate Tactics**



IF YOU DON'T HAVE ANY SCRUPLES, YOU CAN ACHIEVE YOUR OBJECTIVES MUCH QUICKER. FROM THE START, GO GET YOUR SUPPLIES, THEN TAKE OUT THE GUARD PATROLLING OUTSIDE THE EASTERN WALL.



PUT ON HIS CLOTHES AND GO IN THROUGH THE FRONT DOOR. DON'T LET ANY GUARDS GET TOO GOOD OF A LOOK AT YOU, THOUGH.



USE THE MAP TO LOCATE THE AMBASSADOR AND FOLLOW HIM INTO AN OFFICE. TAKE HIM OUT WITH A SILENCED PISTOL.

PICK UP THE SAFE COMBINATION FROM HIS BODY, OPEN THE SAFE, AND GRAB THE BRIEFCASE.



HEAD DOWNSTAIRS INTO THE NORTHWESTERN HALLWAY. THE GENERAL WALKS BETWEEN THE BALLROOM AND A ROOM IN THIS HALLWAY. SHOOT HIM WITH THE SILENCED PISTOL, HOLSTER IT, AND RUN FOR YOUR BOAT.







# Tracking Hayamoto

Your next set of missions takes you from Russia to Japan. Your client wants you to eliminate Masahiro Hayamoto, a well-known arms dealer. However, you have no details on his secret hiding place. His son, Masahiro Hayamoto Jr., and Tanaka Kusahana, a top leader of the Yakuza, are having a business meeting. Though the location is remote, there is still a lot of security. You must plant an electronic tracking device on Hayamoto Jr., then eliminate him so his corpse will lead you to his father.

# **Mission Objectives**

- Kill Hayamoto Jr.
- Plant bug on Hayamoto Jr.'s corpse
- Escape







#### Mission Information

This mission can be tough because the place is crawling with Yakuza thugs. A little creativity goes a long way. There are no open windows, so you can't use a sniper rifle for the hit. You have to place the transmitter on the corpse. Since Hayamoto Jr. never leaves the dining room, you have to find a way to place the transmitter and kill him from a distance. He is having a meeting during his meal. Maybe you can use the food to make it Hayamoto Jr.'s last meal.

# Weapons and Equipment

- Anesthetic
- 9mm Pistol 5D
- GPS Transmitter
- Ballers

# Maps





Outside

Inside

## Completing the Assignment

### You Need a Disquise



You begin inside the compound, but in the yard outside the main building where the meeting is taking place. There are four guards. Two patrol the path near you, one patrols near the garage, and a fourth is by the front door.

WATCH THE GUARD AT THE FRONT DOOR. WHEN HE GOES INSIDE AND SHUTS THE DOOR, WAIT A FEW SECONDS FOR THE TWO GUARDS ON THE OTHER SIDE OF THE BIG ROCK TO MOVE TOWARD THE MAIN GATE, THEN TAKE OFF FOR THE GARAGE.

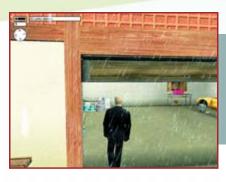




WATCH THE GUARD IN THE DRIVEWAY. HE KEEPS HIS BACK TO YOU, BUT DON'T GET CLOSE ENOUGH FOR HIM TO HEAR YOU.



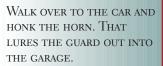




HEAD FOR THE FIRST GARAGE DOOR AND OPEN IT. WHEN IT IS HIGH ENOUGH, ENTER THE GARAGE AND CLOSE THE DOOR.



THE MAP SHOWS A GUARD INSIDE THE BUILDING, NEXT TO THE DOOR TO THE GARAGE. HE HAS A DISGUISE YOU COULD USE.







RUSH OVER TO THE LEFT SIDE OF THE DOOR, NEAR THE LARGE DOORS.



THE GUARD WALKS OUT PAST YOU, AND CONTINUES TO THE CAR.



SNEAK UP BEHIND HIM WITH THE FIBER WIRE AND TAKE HIM DOWN. CHANGE CLOTHES AND THEN DRAG THE BODY TO THE OTHER SIDE OF THE CAR.

WITH YOUR DISGUISE IN PLACE, EXIT THE GARAGE.
GO THROUGH ONE OF THE LARGE DOORS—BE CAREFUL TO CLOSE IT AS YOU LEAVE.
YOU DON'T WANT ANYONE TO SEE THE BODY.



#### Into the Kitchen



WALK NORTH AROUND THE EAST SIDE OF THE GARAGE TOWARD THE SMALL GARDEN IN THE REAR.



LOOK AROUND THE CORNER OF THE BUILDING TO CHECK OUT THE GUARDS. USE THE MAPS, BOTH INSIDE AND OUTSIDE.

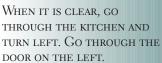


WAIT UNTIL THERE IS
ONLY ONE GUARD OUTSIDE.
THEN, WHILE KEEPING
YOUR DISTANCE AND USING
OBSTACLES FOR
CONCEALMENT, HEAD
AROUND TO THE
NORTH SIDE.





WAIT TO THE RIGHT SIDE OF THE DOOR. GET THE ANESTHETIC READY TO PULL OUT.







WHEN THE COOK WALKS OUT FOR A BREAK, SNEAK UP BEHIND HIM AND KNOCK HIM OUT. BE SURE TO USE ALL OF THE CHLOROFORM SO HE WON'T WAKE UP TOO EARLY AND SPOIL YOUR PLANS.



Inside, on a crate, lies a fugu fish. This fish can be extremely poisonous if not prepared correctly. That is just how you like it, so cut off a piece.

DRAG THE BODY OUT THROUGH THIS GATE AND HIDE IT AROUND THE CORNER.



BEFORE LEAVING THE ROOM; CHECK THE MAP FOR THE PATROLLING GUARD. YOU DON'T WANT TO RUN INTO HIM UP CLOSE—HE WILL KNOW YOU ARE NOT THE COOK.



CHANGE DISGUISES SO YOU LOOK LIKE THE COOK. HEAD TO THE KITCHEN DOOR.



When it is safe, go back to the kitchen and walk up to the plate on the left. Place the fugu fish and the GPS transmitter on the plate



## Time to Leave



BEFORE ENTERING THE KITCHEN, SWITCH TO THE MAP AND WATCH FOR A GUARD WHO PATROLS THROUGH THE KITCHEN. MAKE SURE HE IS EITHER OUTSIDE OR IN THE CENTRAL HALLWAY.



WITH THIS TASK ACCOM-PLISHED, GET OUT OF THE KITCHEN. EXIT THROUGH THE DOOR YOU ENTERED. CHECK THE MAP TO MAKE SURE THERE IS ONLY ONE GUARD IN THE NORTH-EASTERN GARDEN, THEN MAKE YOUR WAY TOWARD THE GARAGE.







STILL IN YOUR COOK'S DISGUISE, RETURN TO WHERE YOU BEGAN THE MISSION.

HIDE BEHIND THE ROCK LIKE IN THE BEGINNING WHILE THE REST OF THE MISSION PLAYS OUT.



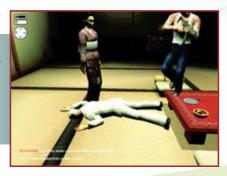


A WAITRESS COMES INTO THE KITCHEN AND PICKS UP THE PLATE OF SUSHI YOU HELPED PREPARE.



SHE SERVES IT TO HAYAMOTO JR.

THE SUSHI DOES NOT AGREE WITH HAYAMOTO JR., AND HE DROPS DEAD—WITH THE GPS TRANSMITTER INSIDE HIS BODY.





WITH BOTH OF YOUR
OBJECTIVES COMPLETED,
IT'S TIME TO GET TO SAFETY.
WAIT FOR THE TWO GUARDS
TO MOVE AWAY FROM THE
MAIN GATE OR RUN FOR IT.

ONCE YOU REACH THE GATE, THE MISSION ENDS AND YOU ARE SAFE.



# Hidden Valley

The Agency has been monitoring the GPS tracking device you planted on Hayamoto Jr. Because of your fine work, they have been able to track down Hayamoto Sr., who hasn't been registered in public for more than 15 years. Hayamoto Sr. has emerged at one of his castles in central Japan, making this assignment tricky. You have to make your way through tough security and bypass electronic surveillance to gain access to the castle undetected. Take out the power grids to the alarm units. The whole area is studded with tripwires, guards, substations, alarm units, guard towers, etc. Strategic planning is important—all of their systems are on high alert—so carefully consider your moves. Your equipment is hidden in a truck outside the entry gates.

# **Mission Objectives**

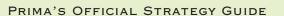
Get the equipment if needed

Find the secret passage



THE EQUIPMENT IS BY THE WALL NEAR THIS TRUCK.







## Mission Information

This mission is divided into two parts. For the first part, find the secret passage leading to Hayamoto's castle. There are two routes. If you travel over land, you'll deal with of patrolling guards and snipers in guard towers. The second route passes through an underground tunnel, also heavily guarded. However, trucks constantly go back and forth through this tunnel. Hitch a ride, but be careful. At a checkpoint in the tunnel, the guards search the trucks. Your strategy should involve both overland and underground movement.

IT WAITS NEAR THE NORTHEAST CORNER OF THE LARGE CONCRETE STRUCTURE, WHICH IS THE ENTRANCE TO THE TUNNEL.



# **Maps**





The valley

Underground tunnel

HOLD AT THE CORNER OF THE STRUCTURE AND WATCH FOR THE NEARBY GUARD.



# Completing the Assignment

## **Getting the Equipment**



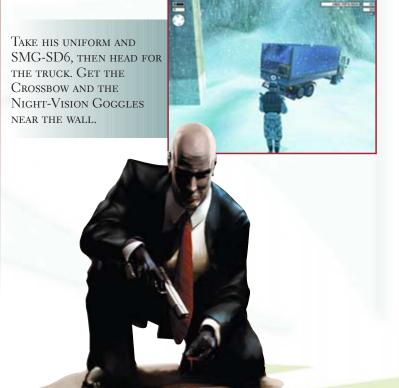
You begin this mission outside in the snow. The weather provides cover for you, but stay at a distance from all enemies.



STAY OUT OF SIGHT AS HE WALKS TOWARD YOU. WHEN HE TURNS AROUND AND WALKS AWAY, SNEAK UP AND USE THE FIBER WIRE TO TAKE HIM OUT.

HEAD EAST FOLLOWING THE RIDGELINE TOWARD THE TRUCK CONTAINING YOUR EQUIPMENT.









Tip

The crossbow functions like a sniper rifle. It is single-shot, needing to be reloaded after every time you fire. Its scope allows you to target enemies at long range. Remember, the crossbow is silent



WITH YOUR NEW OUTFIT AND EQUIPMENT, HEAD WEST TOWARD WHERE YOU BEGAN THE MISSION. WATCH FOR A GUARD PATROLLING NEAR THE ENTRANCE TO THE TUNNEL.



TRUCKS FROM THE TUNNEL STOP OUTSIDE NEAR THE WOODS ON A REGULAR BASIS. WAIT FOR ONE TO ARRIVE AND HOP IN.

THE TRUCK CARRIES YOU INTO THE TUNNEL AND PAST ALL OF THE GUARDS. WHILE YOU ARE RIDING, SWITCH TO THE MAP VIEW. IT SHOWS FIVE SQUARES ALONG THE TUNNEL ROUTE. THESE ARE PLACES WHERE YOU CAN ACCESS THE SURFACE. NEAR THE THIRD ACCESS, THE GUARDS STOP THE TRUCK AND SEARCH THE BACK.



WHEN THE TRUCK STOPS BRIEFLY NEAR THE SECOND ACCESS POINT, GET OUT.



GO THROUGH THE DOOR INTO THE SIDE CHAMBER AND USE THE MAP TO LOCATE THE PATROLLING GUARD.





Drop the crossbow and take out your SMG-SD6. Stand to one side of the door and wait.

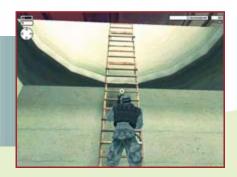


When the guard walks through, take him down. Pick up some more ammo for your SMG. Don't forget your crossbow.



Make your way through the chamber to the ladder.

CLIMB IT TO THE SURFACE.
NO ONE LURKS NEAR THE
TOP OF THE LADDER, SO
CLIMB OUT WITHOUT
BEING SEEN.







Turn and head south. In THE DISTANCE AND ON THE MAP, SEE A SOLITARY PATROLLING GUARD.

BRING UP THE CROSSBOW AND AIM FOR HIS HEAD. A SINGLE BOLT TO THE HEAD WILL KILL A GUARD. However, if you only hit HIS BODY, IT MAY TAKE TWO OR THREE BOLTS, AND THE CROSSBOW TAKES A FEW SECONDS BETWEEN SHOTS FOR RELOADING.





SET UP AN AMBUSH BY STANDING TO ONE SIDE OF THE DOOR WITH YOUR SMG READY. WHEN THE GUARD WALKS IN, LET HIM HAVE IT.

CLIMB DOWN THE LADDER. BEFORE YOU GET TOO FAR DOWN, SWITCH TO THE MAP

VIEW OF THE TUNNEL AND

MAKE SURE THERE IS NOT A

GUARD DIRECTLY BELOW. IF

THERE IS, WAIT UNTIL HE LEAVES THE ROOM.



ONCE THE GUARD IS DOWN, GATHER SOME ADDITIONAL SMG AMMO FROM HIM.



Now head east. You don't HAVE TO WORRY ABOUT ANY MORE GUARDS.



GRAB MORE SMG AMMO, THEN HEAD FOR THE DOOR LEADING OUT INTO THE TUNNEL.



OUT IN THE TUNNEL, WAIT FOR A TRUCK HEADED EAST.



AT THE END OF THE SMALL VALLEY IS AN ACCESS POINT TO THE TUNNEL BELOW.



WHEN IT STOPS, HOP INTO THE BACK FOR ANOTHER RIDE.









You'll go through a large group of guards near the exit of the tunnel. Stay in the truck. They won't search it.

ONCE THE TRUCK LEAVES THE TUNNEL AND STOPS OUTSIDE, HOP OUT.





THE SECRET PASSAGE TO THE CASTLE IS TO THE SOUTH. ENTER IT TO COMPLETE THE MISSION.

# At the Gates

This mission is a continuation of the previous one. You have arrived at the castle complex and must find an entrance into it.

# **Mission Objectives**

Get to the castle undetected

Wait for briefing on the alarm grid

#### Mission Information

The first part of this mission involves crossing a lot of open territory. Try to avoid guards as much as possible, using the crossbow when necessary to deal with them at a distance. Once you get to the castle itself, deactivate the alarm system by shutting down its generators. One is outside the castle and the other two are inside. Watch for the ninjas hiding in the rafters. They kill you quickly with their katana swords and jump around a lot, making it hard to hit them with any weapon.

## **Maps**





Valley

Castle

# Completing the Assignment

### Along the Ridgeline



THE MISSION BEGINS WITH YOU IN YOUR COLD WEATHER OUTFIT.

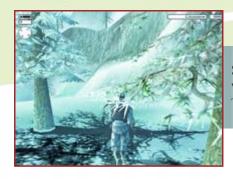
HEAD SOUTHWEST TOWARD THE RIDGELINE.





GET UP ON THE RIDGE AND FOLLOW IT AROUND TO THE CASTLE. THIS IS THE LONG WAY TO THE CASTLE, BUT IT PUTS YOU WHERE YOU NEED TO BE. YOU'LL AVOID SEVERAL PATROLS.





STAY IN THE TREES WHENEVER POSSIBLE, USING THEM FOR COVER.

CONTINUE EAST WITH THE HILLSIDE TO YOUR RIGHT.



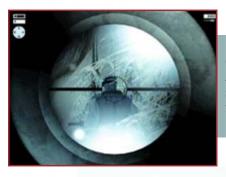
NEAR THE TREES, YOU COME ACROSS A GUARD WALKING



YOU COME ACROSS ANOTHER GUARD PATROLLING THE RIDGELINE. AGAIN, USE ANOTHER LONG-RANGE SHOT TO TAKE HIM OUT.



ALONE.



CROUCH DOWN AND TAKE AIM. GET A CLEAR HEAD SHOT SO YOU CAN DROP HIM WITH A SINGLE BOLT.





AS YOU APPROACH THE CASTLE, DIANA SHOWS YOU THE LOCATION OF THE FIRST GENERATOR. IT IS ON THE EASTERN WALL OF THE CASTLE.



Take his clothes so you CAN MOVE ABOUT WITH LESS SUSPICION.

TAKE OUT THE GUARD NEAR THE GENERATOR WITH THE CROSSBOW.



DRAG HIS BODY BACK INTO THE TREES AND OUT OF SIGHT OF THE PATROLS DOWN BELOW.





HEAD FOR THE FENCE SURROUNDING THE GENERATOR. THE GATE IS ON THE NORTHERN SIDE.







ONCE INSIDE THE FENCE, WALK OVER TO THE CONTROLS AND SHUT DOWN THE GENERATOR. THIS ALLOWS YOU TO ACCESS PARTS OF THE CASTLE. TURN RIGHT AT THE TOP AND HEAD TO THE SOUTH. WATCH OUT FOR SNIPERS IN THE WINDOWS. IF YOU MOVE QUICKLY, THEY USUALLY WILL NOT SEE YOU.



HEAD SOUTH, THEN WEST AROUND THE FRONT OF THE CASTLE.



THE SECOND GENERATOR IS AHEAD.





THE FRONT ENTRANCE IS NOW OPEN WITH THE SECURITY SYSTEM DOWN.



SHUT IT DOWN TO DEACTIVATE MORE SECURITY SYSTEMS.



AS YOU APPROACH THE ENTRANCE, WATCH OUT FOR A PATROLLING GUARD.



THERE IS ONE MORE
GENERATOR YOU NEED TO
SHUT DOWN. IT DOESN'T
APPEAR ON YOUR MAP.
HEAD NORTH, THEN EAST
UP THIS RAMP.



WHEN IT IS CLEAR, RUN IN AND UP THE STAIRS.

GO THROUGH THE DOOR AT THE TOP, THEN STRAIGHT ACROSS TO THE NEXT DOOR AND OUTSIDE AGAIN.







A GUARD PATROLS THIS AREA. IF HE IS FAR AWAY, USE THE CROSSBOW TO TAKE HIM OUT. ALSO WATCH OUT FOR ANOTHER GUARD NEARBY.



CONTINUE TO THE CORNER AND TURN RIGHT.



HEAD TO THE DOOR AT THE END OF THE BUILDING YOU JUST LEFT. IF YOU MOVE THROUGH THE BUILDING, NINJAS DROP DOWN ON YOU FROM THE RAFTERS ABOVE.

Make another right turn AND ENTER THE CASTLE BUILDING THROUGH A SECURITY FIELD THAT IS NOW DOWN.



INSIDE, THE THIRD GENERATOR IS TO YOUR RIGHT.



HEAD UPSTAIRS AND INTO THE MAIN CASTLE COMPLEX TO COMPLETE THE MISSION.



NINIAS. IF YOU DON'T GET TOO CLOSE OR SHOOT AT THEM, THEY WILL LET YOU BE.



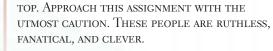
#### Into the Castle



HEAD BACK OUTSIDE AND GO NORTH. TURN LEFT AND GO WEST THROUGH THE DEACTIVATED SECURITY FIELD.

# **(\*Shogun Showdown**

This castle, Katsuyama-Jo, is the headquarters of Masahiro HAYAMOTO. YOUR OBJECTIVE IS TO TRACK DOWN HAYAMOTO AND ELIMINATE HIM, THEN GET AWAY SAFELY WITH THE MISSILE GUIDANCE SYSTEM IN HIS POSSESSION. ALTHOUGH THE SQUEAKY FORTRESS MAY LOOK OBSOLETE, MAKE NO MISTAKE — IT'S EQUIPPED WITH ALL THE LATEST ELECTRONIC SECURITY MEASURES. ON TOP OF THAT, THE PLACE IS CRAWLING WITH SECURITY GUARDS AT THE LOWER LEVELS AND



HAYAMOTO'S HANDPICKED YOYIMBOS AT THE







# **Mission Objectives**

- Eliminate Hayamoto
- Secure the missile guidance system
- Escape the castle





Masahiro Hayamoto

Locations of objectives

## Mission Information

This mission can be difficult unless you use your brain. The missile guidance system is down in the museum beneath the basement. Hayamoto, on the other hand, is on the sixth floor and heavily guarded. If he becomes aware of your presence, he will rush down to the museum, then head for his helicopter and escape. Don't alert the guards—until you are ready. Since Hayamoto is very difficult to kill in his room at the top of the castle, lure him down for the hit.

## **Maps**





Outside

Inside

# Completing the Assignment

#### The Bomb



YOU BEGIN THE MISSION IN THE ENTRANCE TO THE CASTLE. YOU WEAR YOUR ORIGINAL COLD WEATHER GEAR. YOU'LL NEED A GUARD'S UNIFORM FOR A DISGUISE.



MOVE QUIETLY TO THE WOODEN DOOR AHEAD AND TO THE LEFT. THE DOOR LOOKS LIKE PART OF THE PANELING. IF YOU ARE NOT QUIET, THE TWO GUARDS AT THE TOP OF THE STAIRS TO YOUR LEFT WILL COME DOWN TO INVESTIGATE.

HEAD UP TO THE FIRST LEVEL.





AT THE TOP, WALK OVER TO THE DOOR AND CHECK THE MAP FOR A GUARD IN THE ROOM ON THE OTHER SIDE.
WHEN HE WALKS AWAY FROM YOU, OPEN THE DOOR.

USE THE CROSSBOW TO MAKE A HEAD SHOT AND DROP THE GUARD WITH A SINGLE BOLT.

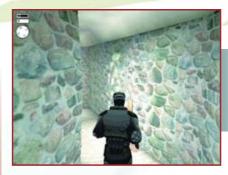








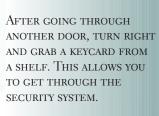
DROP THE CROSSBOW AND QUIETLY WALK TOWARD THE BODY. WALK ON THE WOODEN BEAMS. WALKING ON THE OLD WOOD FLOORBOARDS CAUSES THEM TO CREAK AND THE GUARDS IN THE OTHER ROOM TO COME IN.



FOLLOW THE PASSAGEWAY INTO ONE OF THE CASTLE'S WINGS.



PICK UP THE SMG-SD6 FROM THE DEAD GUARD, THEN GET IT READY TO FIRE. MAKE NOISE BY STEPPING ON THE OLD FLOORBOARDS, THEN GUN THE TWO GUARDS DOWN AS THEY ENTER.



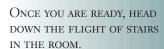




You need a disguise. Take the clothes from one of the guards. Holster your weapons or guards may become interested in you.



YOU NOW NEED TO GET TO THE SOUTHERN WING OF THE CASTLE. HEAD WEST AND THEN SOUTH THROUGH THE HALLWAYS.





A FEW NINJAS HIDE UP ON BEAMS IN THE RAFTERS.

WALK PAST THEM AND THEY'LL LEAVE YOU ALONE.



ENTER THE ROOM IN THE SOUTHERN WING MARKED ON THE MAP. THERE ARE A COUPLE OF GUARDS IN THE CORNER, BUT THEY ARE OCCUPIED AND WILL NOT BOTHER YOU.









WALK OVER TO THE OTHER DOORWAY AND DEACTIVATE THE LASERS.

ENTER THE NEXT ROOM AND PICK UP THE BOMB AND REMOTE CONTROL.





DEACTIVATE THE LASER AGAIN AS YOU EXIT THE ROOM. CONTINUE OUT TO THE HALLWAY.



Now that you have the BOMB, MOVE OUT INTO THE COURTYARD AND WALK UP ONTO THE HELIPAD.

WALK UP TO THE HELICOPTER AND PLANT THE BOMB.



### The Missile Guidance System



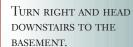
ONCE THE BOMB IS ARMED, HEAD NORTH AND JUMP OFF THE HELIPAD, THEN GO INTO THE NORTHERN WING. From there, enter the PASSAGEWAY THROUGH THE DOOR NEXT TO THE SHELF WHERE YOU PICKED UP THE KEYCARD.



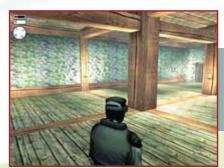
HEAD UPSTAIRS TO THE ROOM WITH THE SQUEAKY FLOOR.



USE THE KEYCARD TO GET THROUGH ANOTHER LASER SECURITY CHECKPOINT.







Cross the room to the OTHER SIDE AND GO THROUGH THE DOOR.





GO DOWN ANOTHER FLIGHT OF STAIRS TO THE MUSEUM.

CONTINUE ACROSS THE ROOM WITH THE SQUEAKY FLOOR TO THE DOOR BY WHERE YOU DROPPED THE CROSSBOW. PICK IT UP, THEN GO DOWNSTAIRS TO WHERE YOU BEGAN THE MISSION.



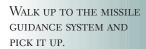
### The Hit and Escape



USE THE KEYCARD AGAIN TO GET PAST ANOTHER LASER CHECKPOINT.



GO UP AND SOUND THE ALARM ON THE THIRD FLOOR. SWITCH TO THE SMG-SD6 AND TAKE CARE OF ANY GUARDS WHO COME DOWN TO INVESTIGATE.





HAYAMOTO HEADS DOWN TO THE MUSEUM WHEN THE ALERT IS SOUNDED. AFTER SEEING THAT THE MISSILE GUIDANCE SYSTEM IS GONE, HE BREAKS FOR THE HELICOPTER.

EXIT THE MUSEUM
THROUGH THE SAME DOOR
YOU ENTERED. THERE IS A
GUARD OUTSIDE THE OTHER
DOOR, SO KEEP YOUR
DISTANCE.



OBSERVE HIS MOVEMENTS ON THE MAP OR BY PEEKING UP THE STAIRS. WHEN HE GETS IN THE HELICOPTER, USE THE REMOTE CONTROL TO DETONATE THE BOMB.





HEAD UPSTAIRS TO THE BASEMENT, CROSS OVER TO THE OTHER SIDE, AND GO UP TO THE FIRST FLOOR.



WITH TWO OBJECTIVES COMPLETED, HEAD OUT THE PASSAGEWAY TO MAKE YOUR ESCAPE AND FINISH THE MISSION.





# **Basement** Killing

The Agency has a neat little mission for you in Malaysia. Kual a Lumpur is home to the headquarters of a talented hacker and kleptology expert, Charlie Sidjan, who has stolen a valuable piece of software. It works as a key signature in military software and was until recently the exclusive property of the U.S. government. With this nifty piece of software in the hands of an adversary, any incoming missile will be detected as American, which renders missile shields worthless. Your client wants you to retrieve this piece of code and exterminate Charlie Sidian and all records of this code. He is running his business under cover of a company called Carniwarez Inc. Computer Systems. Its network is completely inaccessible. Your objective is to assassinate Charlie Sidjan and place a small dongle on the main server of Carniwarez Inc. Computer Systems. Security includes guards everywhere, closed-circuit surveillance of all areas and elevators, metal detectors, and so forth. Once you have taken care of Charlie, continue to the direct elevator to the Carniwarez main office to shut down some of the surveillance systems by the elevator.

# **Mission Objectives**

- Find and kill Charlie in the basement
- Disable the surveillance system for the direct elevator



Charlie Sidjan

### **Mission Information**

This mission requires creativity. To get to the elevator that leads down to the basement, you need a disguise and some method of getting your weapons through the metal detectors. Once in the basement, you have to get past several guards to access the door to the lower basement where Charlie works alone. Finally, disable the security system to use the direct elevator.

# Weapons and Equipment

Fiher wire

# Maps







**Basement** 





Lower basement

# Completing the Assignment

### Creating a Diversion



You begin the mission in a telephone booth in the lobby of the tallest building in the world.



Head east.









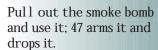
Go through the door to the security department. A single guard patrols back and forth between two rooms. Wait until he leaves the room designated on the map and enters the eastern room.



Walk into the western room.



Go to locker 137, open it, and take out the pistol, ammo, and smoke bomb.







Get out of there.

Head west across the lobby to the fire department.



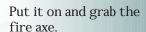
### Down to the Basement



The smoke bomb sets off a fire alarm. Wait for all the firefighters to exit their offices, then rush inside.



On the northern side of the room is a firefighter's suit.

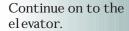




Head out of the office to the metal detectors. You pass through without a problem since they assume you're headed to a fire.









Descend a couple of flights of stairs to the lower basement.



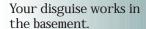
The Hit



Call it and head down to the basement.

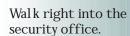


At the bottom, pick the door's lock.





Charlie is at the opposite end of the room with his back to you.





Once Charlie is neutralized, walk over to the computers to report in.

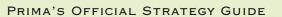


Sneak up to him. Watch out for the potato chips and other garbage on the floor. It makes noise if you step on it. If you get close enough, use the fire axe or fiber wire. However, if Charlie runs, bring out the 9mm Pistol SD and drop him before he can escape.



Go through the door next to the el evator.







Now return to the security office on the basement level.



Put on his uniform, then hide his body in one of the stalls.

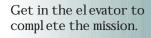




Shoot the computer in the corner to disable the security system on the direct el evator. If there are guards in the security room, take them out first.



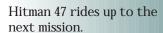
Go to the food delivery office and pick up a pizza.





Out Alberty Alberty

Since you cannot get through security with your pistol, go to the laundry room in the eastern part of the building and drop your pistol down the laundry chute.





Then you can go through the metal detector without any problems.



### **Alternate Tactics**



There is another way to accomplish this mission. Get your equipment and go to the men's restroom in the west. Wait for the pizza delivery boy to show and take him out. If you bring anesthetic, just knock him out instead.

Down in the basement, pick up your pistol in the laundry room. Then take the pizza to the security room and down to the lower basement.









Charlie will probably recognize that you are not the normal delivery boy and try to get away. Shoot him before he gets to the door. Continue through the mission as normal.

# The Graveyard Shift

You must now place the dongle on the master server, situated in a locked and air-conditioned room. That way, your client can access the system and retrieve the encoded information. Only the system administrator's keycard will get you into the room. On this floor, guards patrol at regular intervals. Some staff work late; hopefully, the system administrator is one of them.

# Mission Objectives

Plant the hacking device

Find an exit

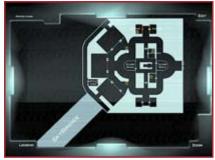


The server

### Mission Information

This mission is straightforward. You first need to get a system administrator keycard, then access the server. Once you have planted the hacking device, you have to escape.

# **Maps**



Office floor

# Completing the Assignment

### **Acquiring a Keycard**



The direct elevator takes you to the office floor of Carniwarez Inc.

Check the map to locate the kitchen, then walk quietly to that room. Remember, there are two guard stations near you—one to the east and one to the west.



By the counter, a web camera faces a pot of coffee. Take out your sil enced pistol and shoot the camera. If you switch to the map view, you will see a white circle headed your way. That is the system administrator coming to check out the situation.





Stand to the left of the door and wait. The system operator walks past you and over to the destroyed camera.



Either silently shoot the system administrator or knock him out with anesthetic if you have some.







Take his clothes for your disguise and then drag the body to a corner of the room—out of sight.



Unfortunately, the system administrator left his keycard back at his office. You have to go get it.







Walk to the system administrator's office and open the door.



The keycard lies on the table next to the computer. There is also a pistol and ammo.



Head back to the main central hallway.

Go north to the end hallway where there are two locked doors.

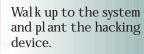




Use the keycard to get through the door on the left with the yellow access panel.



Inside is the company server.





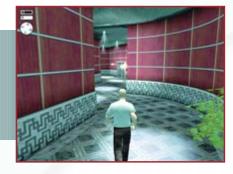






Once your main objective is accomplished, exit the room.

Turn right at the central hallway and head for one of the offices with the cubicles.

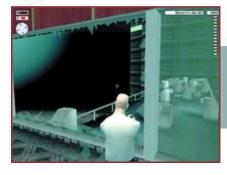


Work through the maze of cubicles to the western hallway. Avoid contact with any employees or guards.

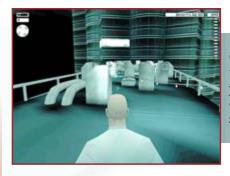




You eventually come to a large window overlooking the skybridge.

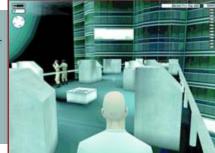


Take out your silenced pistol and shoot out one of the panes of glass.



Climb out onto the skybridge. Weave your way around airconditioning units and strings of lights.

If you keep quiet, you can slip past a couple of guards patrolling the area. Even if they see you, it's best to run away instead of engaging them.





Get to the basket at the end of the skybridge to complete the mission.

# The Jacuzzi Job

You have been informed that your bonus target is indeed a twin playboy, with a passion for women and expensive art. He's got plenty of both, including a valuable 16th-century statue. Security is tight. Your client would prefer if you could make this look like a simple burglary gone bad—so kill the target, steal some valuables, and escape by the elevator.



# Mission Objectives

- Kill Charlie Sidjan
- Steal the moneu
- Steal the statue



This mission does not appear difficult. There are only two guards, a secretary, and four other women as well as the target. However, all four of the bikini-clad women are packing heat. If you rush in shooting, you'll have to deal with

them. Shooting should be your last resort. If the alert is

sounded, additional guards will charge up the elevator.

### PRIMA'S OFFICIAL STRATEGY GUIDE

Be careful as you walk around the windows so



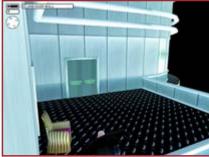


**Mission Information** 

The money in the safe

see you.





When you get to the eastern bal cony, hop over the wall.

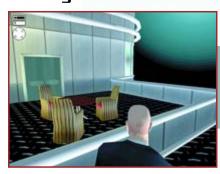


Penthouse apartment

# Completing the Assignment

### Gettina Inside

**Maps** 



You begin on the ledge outside the target's suite.



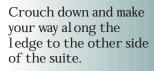
Walk up to the double doors on the right.

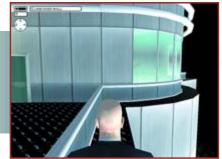
Look through the keyhole or use the map view. Watch the secretary at the computer. You can also see her movements on the map view.





When she gets up from the desk and exits the office, rush into the room and out through the door on the left.





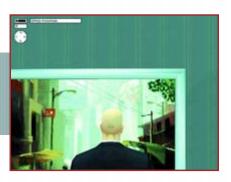




Head right through the door across the hall and enter the control room.



Walk up to the painting and open it to reveal the safe.



Turning Off the Lights



On the northern wall, a fuse box sits near the security console. This controls the security system for the safe, statue, and the lights.

Open the safe and pick up the money. Don't worry about closing it.



Destroy the fuses to shut off all power to the suite. Watch the map view. Wait for the secretary to run out of the office, and make sure no guards are around.



By now a guard should be approaching the office. Stand to one side of the door and take him out with a sil enced pistol.

### Note



There are night-vision goggles on the table in the living room; however, you can usually see better in the dark than with the limited field of vision the goggles provide.



When it is clear, go back across the hallway and into the office.

### Note



Keep an eye on the map view while in the office You may have to deal with the guard before opening the safe.

Take the guard's uniform and drag the body completely into the office if necessary.



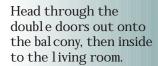




Head back into the room with the fuses and stand to the side of the door, away from the fuses. Wait for the repairman to arrive and then knock him out with the anesthetic, or you can shoot him with the 9mm Pistol SD.



While still near the door, sidestep to the left until you can see Charlie's head sticking out of the water. Take out the 9mm Pistol SD and put a single round through his skull.





Turn around and get out of the room, holstering your pistol as you go. Head down the hallway.

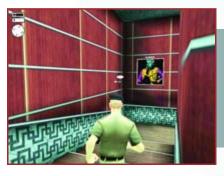




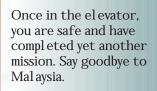


Make your way to the elevator before reinforcing guards can arrive.

### And Now...the Hit



Holster your weapon to walk past the other guard or other people without them recognizing you and sounding an alert.





Enter the Jacuzzi room.







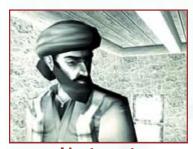
# Murder at the Bazaar

Your services are required again, and this time you have to prove you're worth the money. Your client has lost some cargo, which he wants back at any cost. It appears to have been stolen by renegades, armed to the teeth. The cargo is hidden in the desert.

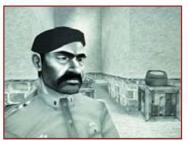
This is a two-stage mission. Eliminate Lieutenant Ahmed Zahir and get a map from him. It shows the location of the cargo. He's quite weak, has a pacemaker, and goes for a nap every day after noon prayers, so that's a good time to eliminate him without raising any suspicions. If the alarm sounds, the mission fails. The lieutenant is well guarded behind locked doors, where only his trusted bodyguards have keys and access. Both his and the guards' quarters are in front of the palace. When this is done, you have to kill Colonel Mohammad Amin and steal the key he's holding. It's an important part of the cargo.

# Mission Objectives

- Eliminate Lieutenant Ahmed Zahir
- Get map of location of warheads from lieutenant
- Eliminate Colonel Mohammad Amin
- Get key from colonel



Lieutenant Ahmed Zahir



Colonel Mohammad Amin

# Mission Information

You begin this mission with a disguise appropriate for the locale. It will get you into the bazaar and past the guards if caution and the proper routes are used. Take out the lieutenant first and get the map. Use the lieutenant's clothes as a disguise while you go after the colonel. It's important you know your way around the village. While being pursued, it's easy to take a wrong turn into a dead end. Use the map and scout around so you know where you must go and how to get there. Hide behind buildings, walls, and crates and other objects as you sneak around. It is vital that you do not alert the guards. If the colonel learns of the lieutenant's death, he will run for the palace and the mission will fail.

# Weapons and Equipment

- 9mm Pistol 5D
- Ballers
- Anesthetic
- Combat Knife

# **Maps**



The village

# Completing the Assignment

### The Lieutenant's Nap



You begin in the southwestern corner of the village.

RACE NORTHWEST TOWARD THE LIEUTENANT'S HOUSE. RUN ALL THE WAY TO GET THERE BEFORE THE PATROLLING GUARDS.





HEAD AROUND TO THE BACK DOOR WITHOUT THE GUARDS IN FRONT SEEING YOU.







THE BACK DOOR IS LOCKED.

QUICKLY PICK IT.



USE THE ANESTHETIC ON THE LIEUTENANT. BECAUSE OF HIS WEAK HEART, THE ANESTHETIC KILLS HIM RATHER THAN KNOCKING HIM OUT.

When you get the door open, walk inside.
Running might alert guards or wake the lieutenant.



A COUPLE OF GUARDS HAVE ENTERED THE HOUSE AND ARE STANDING DOWNSTAIRS. QUIETLY TAKE THE MAP COORDINATES AND THE LIEUTENANT'S CLOTHES.



GO UPSTAIRS TO THE SECOND FLOOR WHERE THE LIEUTENANT SLEEPS.



HOLSTER ALL WEAPONS AND EQUIPMENT, THEN HEAD DOWNSTAIRS.



WHEN YOU GET TO THE TOP, USE STEALTH MODE TO SNEAK ACROSS THE FLOOR.



MOVE QUICKLY PAST THE GUARDS AND OUT THE BACK DOOR BEFORE THEY RECOGNIZE THAT YOU ARE NOT THE LIEUTENANT.

PULL OUT THE ANESTHETIC AND APPROACH YOUR TARGET.



### The Hit at the Bazaar



MOVE WEST, THEN SOUTH, AND THEN EAST, ALL THE WAY TO THE EASTERN ENTRANCE OF THE BAZAAR. THERE ARE GUARDS PATROLLING OUTSIDE, BUT IF YOU WALK PAST THEM AT A DISTANCE WHILE WEARING YOUR LIEUTENANT'S DISGUISE, THEY WILL NOT SOUND AN ALERT.







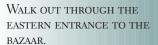
LOCATE THE COLONEL AND HIS GUARD. KEEP BACK AND DON'T LET THEM GET A CLOSE LOOK AT YOU.



WHEN BOTH OF THEIR BACKS ARE TURNED, PULL OUT THE 9MM PISTOL SD. SHOOT THE GUARD IN THE HEAD, THEN THE COLONEL.



PICK UP THE KEY FROM THE COLONEL'S BODY AND HOLSTER YOUR WEAPON.
SINCE NO OTHER GUARDS SAW YOU MAKE THE HIT, THEY WON'T SUSPECT YOU IMMEDIATELY—UNLESS THEY SEE YOU CARRYING A WEAPON.





IF THE GUARDS BECOME ALARMED, START RUNNING.





HEAD TOWARD THE EASTERN GATE, WHICH IS YOUR EXIT POINT.

EVEN IF YOU ARE BEING SHOT AT, KEEP RUNNING AND THE MISSION WILL END WHEN YOU GET TO THE GATE.



### Alternate Tactics



IF YOU WANT TO TRY A MORE ELABORATE HIT ON THE COLONEL, TAKE OUT THE TWO GUARDS ON THE LOWER LEVEL OF THE LIEUTENANT'S HOUSE IF THEY ENTER. SINCE THEIR BACKS ARE TO THE STAIRS, A COUPLE OF ROUNDS FROM THE 9MM PISTOL SD WILL KEEP THEM

QUIET—AND PREVENT THEM FROM DISCOVERING THE LIEUTENANT'S BODY.

EXIT THE HOUSE AND HEAD NORTH THROUGH THE ARCHES.



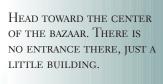
YOUR DESTINATION IS THE GUARD'S QUARTERS RIGHT NEXT TO THE PALACE GATE.







IF NO ONE IS LOOKING, HEAD THROUGH THE FRONT DOOR.



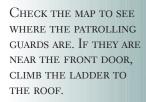




Inside is a sniper rifle and some ammo. Grab it all.



CLIMB UP THE LADDER, THEN UP STAIRS AND CRATES TO THE TOP OF THE BAZAAR.





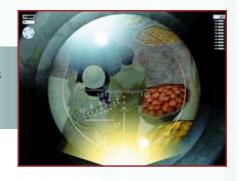


LOOK DOWN THROUGH THE OPEN WINDOWS TO LOCATE THE COLONEL DOING SOME SHOPPING.



CLIMB DOWN ANOTHER LADDER ON THE BACK SIDE OF THE BUILDING TO GROUND LEVEL.

ZOOM IN WITH THE SNIPER SCOPE AND TAKE OUT THE COLONEL.



HEAD TOWARD THE BAZAAR USING CRATES AS COVER SO THE GUARDS DO NOT GET A GOOD LOOK AT YOU WITH THE RIFLE.



DROP THE SNIPER RIFLE AND RETURN TO THE LADDER TO CLIMB DOWN TO THE GROUND LEVEL.









YOU HAVE TO ENTER THE BAZAAR TO GET THE KEY OFF OF THE COLONEL'S BODY.

SINCE SOMEONE PROBABLY SAW YOU UP ON THE ROOFTOP WITH THE SNIPER RIFLE, YOU WILL HAVE TO SHOOT YOUR WAY TO THE EXIT.



# The Motorcade Interception

Your next target is a local khan, Abdul Bismillah Malik. You won't have any trouble recognizing him—his picture is on posters all over the city. He's currently trying to sell the cargo to the U.N., which is here to check out the goods later today. The khan is returning to his palace with a contingency of U.N. troops. They arrive from the east along the road. Eliminate him before he reaches his palace—but without harming any of the U.N. soldiers. It would be detrimental to business. The villagers are a bit edgy; if they catch a foreigner carrying big guns around within their perimeter, watch out.

# **Mission Objectives**

Find your contact—get the weapons

Kill the local khan



Abdul Bismillah Malik, the local khan



The khan's limo

### Mission Information

This mission is tough because it relies on quick and accurate sniping. Your first task is to get a guard's uniform. Carry the MI95 sniper rifle around the village without causing an alert. Find a high position for firing on the motorcade while it is still outside the city. Finally, after making the hit, you need a means of getting to the exit point.

# Weapons and Equipment

■ MI95 sniper rifle

# **Maps**



The village

# Completing the Assignment

### Getting a Uniform and a Rifle



YOU BEGIN THE MISSION IN THE SOUTHWESTERN PART OF THE VILLAGE.

HEAD NORTH, MAKING YOUR WAY TO YOUR CONTACT WITH THE WEAPONS.







WALK TOWARD THE AREA DIRECTLY EAST FROM YOUR CONTACT. GUARDS PATROL THIS AREA.



WAIT IN THIS CORNER FOR THE GUARD WALKING SOUTH TO PASS BY YOU AND FOR ANOTHER SINGLE GUARD TO WALK PAST YOU GOING NORTH.

When no villagers are around, sneak up behind the northbound guard and take him out with your 9mm Pistol SD.





Drag his body to where the contact is waiting and hide it in an alcove.

Take the guard's clothes for your disguise.



CONTINUE ON TO THE CONTACT. HE PROVIDES YOU WITH A MI95 SNIPER RIFLE AND SOME AMMO.



### The Perfect Place for Sniping

Tip

While the roof of the mosque appears to be a great sniping spot, it is in the wrong place. You will never have a clear view of your target.

Instead, you will probably hit a U.N. person sitting next to the khap in the back seat



WITH YOUR HEAVY RIFLE, EXIT THE CONTACT AREA AND HEAD SOUTHEAST TOWARD A COUPLE OF BUILDINGS WITH A PLANK BETWEEN THEM.

HEAD UP THE STAIRS...





...ACROSS THE PLANK...







...AND UP THE LADDER.



THE TOP OF THIS BUILDING PROVIDES AN EXCELLENT PERCH FOR SNIPING AT THE MOTORCADE.



THE MOTORCADE DRIVES NORTH UP THE ROAD TO THE EAST, THEN TURNS WEST TOWARD THE VILLAGE.

As it approaches the gates, target the engine of the lead U.N. jeep. Be careful not to hit any U.N. soldiers.



THE DAMAGED JEEP STOPS THE MOTORCADE. THIS GIVES YOU JUST ENOUGH TIME TO TAKE AIM AT THE LIMO. THE KHAN SITS IN THE CENTER OF THE BACK SEAT. TAKE CAREFUL AIM AND SHOOT.



### The Escape



Now it's time to get away. Descend the ladder or jump to the building below. Don't jump to the ground from the sniper perch. The fall is deadly.

Drop the sniper rifle and hop down to the ground below. The U.N. soldiers are looking for the assassin.



Make your way quickly to the southeastern part of the village wall.



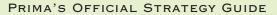
EXIT THE VILLAGE THROUGH THIS HOLE IN THE WALL TO COMPLETE THE MISSION.



### **Alternate Tactics**



Instead of shooting at the motorcade before it gets to the village, wait until it passes you by. The walls west of your perch offer protection from enemy fire.





### Tip

If you are not concerned with a high body count. take out all of the guards in the village, or at least those patrolling near the building you use as your sniper perch. That keeps the guards from shooting up at you after you take your shots and makes your descent down the ladder safer.



As the lead jeep prepares to enter the palace, shoot the engine to bring the motorcade to a standstill.

SHOOT AT THE KHAN THROUGH THE REAR WINDOW.





THE LADDER IS PROTECTED BY A WALL, ALLOWING YOU TO CLIMB DOWN WITH COVER.

WITH THE SNIPER RIFLE STILL IN HAND, RUN TO THE EXIT—RIGHT PAST THE U.N. SOLDIERS WHO ARE LOOKING FOR YOU.



# Tunnel Rat

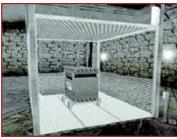
Your assignment is to eliminate Lieutenant Yussef Hussein, commanding officer of an underground base. Secure the cargo that the khan tried to hide here and transport it safely to the surface. A chopper picks up the cargo. There are lots of soldiers on the base, and patrolling guards on high alert—they will react immediately if you are detected. Stealth and surprise are important for this mission.

# **Mission Objectives**

Access the base
Kill Yussef Hussein
Transport the cargo to the surface



Lieutenant Yussef Hussein



The cargo

### **Mission Information**

This mission requires taking out several guards and the target. Stealth is still important to avoid having to take on an entire base by yourself. Two access points in the ruins lead to an underground base. Use the northern access point because it puts you in a better position within the base. A ditch of water runs around within the base. If you get down into this ditch, you can move past the guards if you do not run. This ditch can be used for dumping bodies.

# Maps



Ruins



Base compound





# **Completing the Assignment**

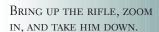
### The Desert Ruins



YOU BEGIN THE MISSION WITH YOUR NORMAL DESERT DISGUISE AND THE BARRETT SNIPER RIFLE, IF YOU BROUGHT IT FROM THE PREVIOUS MISSION. YOU NEED IT FOR CLEARING OUT THE RUINS.



HEAD WEST TOWARD THE RUINS. A GUARD WALKS OUT FROM THE RUINS ON PATROL.





MOVE FORWARD TOWARD THE BODY, WATCHING FOR ANOTHER GUARD NEAR THE SOUTHERN ACCESS POINT.

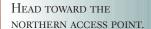




ELIMINATE THIS GUARD. WHILE UP ON THE RUINS, YOU DON'T NEED TO WORRY ABOUT ALERTS. WHATEVER YOU DO UP HERE DOES NOT GET DOWN TO THE UNDERGROUND BASE.



WALK UP TO ONE OF THE BODIES, GET THE UNIFORM, AND EXCHANGE YOUR SNIPER RIFLE FOR THE AK.





TWO GUARDS PATROL NEAR HERE. IF YOU TIME IT RIGHT, YOU CAN CATCH THE TWO OF THEM TOGETHER.



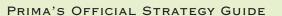


GUN THEM BOTH DOWN, THEN PICK UP THEIR RIFLES FOR MORE AMMO.

### Into the Underground Base



GO THROUGH THE DOOR AND DOWN THE LONG FLIGHT OF STAIRS INTO THE UNDERGROUND BASE.







AT THE BOTTOM, BRING OUT YOUR 9MM PISTOL SD AND SNEAK AROUND THE CORNER.

SOME GUARDS ARE
TORTURING A CIVILIAN.
WATCH FOR A BIT, USING
THE MAP TO MAKE SURE
THAT ANY PATROLLING
GUARDS ARE MOVING AWAY
FROM THE AREA.





WHEN IT IS CLEAR, TAKE OUT THE GUARDS WITH ONE ROUND EACH TO THE HEAD.



WALK UP TO THE CIVILIAN; HE TELLS YOU WHERE YOU CAN FIND THE LIEUTENANT.

HIDE BOTH BODIES BY DROPPING THEM INTO THE NEARBY DITCH.



### Taking Out the Lieutenant



POSITION YOURSELF ON THE WOODEN PLATFORM OVER THE DITCH NEXT TO THE EASTERN HALLWAY. WAIT FOR A GUARD TO WALK PAST YOU, THEN PULL OUT THE 9MM PISTOL SD AND DROP HIM WITH A ROUND TO THE HEAD. HIDE THE BODY AND LEAVE THE M60 FOR LATER IF NECESSARY.



WALK SOUTH DOWN THE EASTERN HALLWAY TOWARD THE LIEUTENANT'S QUARTERS.

GO THROUGH THE METAL DOOR ON THE LEFT. BE SURE TO CLOSE IT BEHIND YOU SINCE THIS ONE DOES NOT CLOSE BY ITSELF.





PULL OUT THE 9MM PISTOL SD AGAIN AND CONTINUE TO THE OTHER STEEL DOOR. OPEN IT AND ELIMINATE THE LIEUTENANT. TAKE HIS PISTOL IF YOU WANT, BUT DON'T CHANGE INTO HIS UNIFORM.









### Securing the Cargo



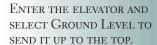
HOLSTER YOUR WEAPON, EXIT THE ROOM, AND RETRACE YOUR STEPS TO THE TORTURE AREA. PICK UP THE M60 IF YOU WANT TO ADD IT TO YOUR COLLECTION.



TURN LEFT AND HEAD WEST TOWARD THE CARGO. IF THE ALERT HAS NOT BEEN SOUNDED, YOU CAN GET PAST THE THREE GUARDS OUTSIDE NEAR THE STACKS OF CRATES.



WALK OVER TO THE CONTROLS AND CALL THE ELEVATOR TO OPEN THE DOOR.







WHEN YOU ARRIVE, EXIT THE ELEVATOR. SINCE YOU ALREADY CLEARED THE RUINS AREA NEAR THE HELIPAD, THE MISSION IS COMPLETE.



A HELICOPTER ARRIVES SHORTLY.

A COUPLE OF MEN LOAD UP THE CARGO AND FLY AWAY WITH IT.



### **Alternate Tactics**



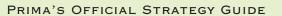
THERE ARE A NUMBER OF OTHER TACTICS YOU CAN USE. ONE IS TO SNEAK UP INTO THE GENERATOR AREA. SILENTLY KILL THE GUARD AND TURN OFF THE GENERATOR TO SHUT OFF THE LIGHTS. ANOTHER **GUARD ARRIVES SHORTLY TO** TURN THEM BACK ON. IF YOU WANT TO KEEP IT DARK, TAKE HIM OUT.

IN THE GUARDS' QUARTERS, NEAR THE LIEUTENANT'S ROOM, YOU FIND SEVERAL SLEEPING GUARDS AND AN M60 AND SOME AMMO.



Move about the under-GROUND BASE AND PAST GUARDS BY HIDING IN THE DITCHES.











Your assignment is to gain access to the temple of the sacred cult Gurdwara through a secret passage behind one of the shops. Our client was double-crossed in Afghanistan—that chopper plus cargo was stolen by this cult. He wants you to retrieve it. We have some information that a couple of thugs are on the prowl inside looking for suspicious foreigners—check your map and watch your step. You'll find your contact inside the International Parcel Service office. He has more information on your mission.

# Mission Objectives

- Meet with the Agency's contact
- Meet with Agent 5mith
- The agent must survive
- Kill the two assassins and photograph their bodies
- Bring the photos back to the agent

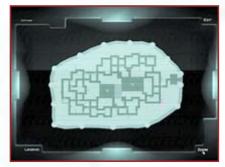
### **Mission Information**

THIS MISSION IS TOUGH BECAUSE IT IS NOT ALWAYS THE SAME. AFTER YOU MEET YOUR FIRST CONTACT, HE SENDS YOU TO MEET WITH ANOTHER. THE SECOND CONTACT'S LOCATION CAN VARY EACH TIME YOU PLAY THE MISSION. YOU THEN GAIN NEW OBJECTIVES. THE TWO ASSASSINS ARE DRESSED IN ORANGE OUTFITS WITH DIFFERENT HEADWEAR. ONE HAS ON A BLUE BASEBALL CAP WHILE THE OTHER WEARS A YELLOW FLOPPY HAT. THE FIRST ASSASSIN WALKS AROUND THE MARKET AREAS WITH A SILENCED PISTOL WHILE THE LATTER WAITS IN A WINDOW ABOVE ONE OF THE MARKETPLACES WITH A SNIPER RIFLE. IN ADDITION, OTHER ASSASSINS COME AFTER YOU. ALL WEAR ORANGE SUITS AND TURBANS. THEY SHOOT AT YOU ON SIGHT. IT IS IMPORTANT TO MAKE SURE NO ONE SEES YOU SHOOT AT AN ASSASSIN. IF THE GUARDS (BALD AND DRESSED IN ORANGE) OR CIVILIANS SEE YOU WITH A WEAPON, THE GUARDS WILL COME AFTER YOU. IF YOU SEE AN ASSASSIN, RUN TO SOME SECLUDED CORNER AND WAIT TO AMBUSH HIM. AFTER YOU KILL THE TWO MAIN ASSASSINS, PHOTOGRAPH THEIR BODIES AND RETURN TO YOUR SECOND CONTACT, WHO GIVES YOU THE LOCATION OF THE SECRET PASSAGE.

# Weapons and Equipment

- 9mm Pistol SD
- Ballers
- Anesthetic
- Combat Knife

# **Maps**



The city

# Completing the Assignment

### Meeting with the Contacts



YOU BEGIN IN THE EASTERN PART OF THE CITY. HOLSTER YOUR WEAPONS BECAUSE A GUARD OR CIVILIAN SEEING YOU CARRYING WILL SOUND AN ALERT.

Make your way south to the International Parcel Service office.





IT IS MARKED ON YOUR MAP AND HAS A LARGE SIGN OUT FRONT.







WALK IN AND SPEAK TO YOUR CONTACT. HE TELLS YOU TO GO SEE A SECOND CONTACT FOR MORE INFORMATION. THE LOCATION OF THIS CONTACT NOW APPEARS ON YOUR MAP.

Make your way through the streets and alleys to the next contact.



THERE ARE SEVERAL
CARPETS INTERNATIONAL
OFFICES THROUGHOUT THE
CITY. THE ONE USED BY
YOUR SECOND CONTACT
VARIES, SO YOU HAVE TO USE
THE MAP. AVOID THE LARGE
CENTRAL MARKETPLACES
FOR NOW.





OPEN THE DOOR AND WALK IN. DOESN'T THAT GUY LOOK FAMILIAR?

Your second contact is the CIA agent you rescued from St.
Petersburg. However, he won't tell you where the secret passage is until you take out two assassins. To make sure you get the right ones, he gives you a camera to take photos he can examine.



### Assassinating the Assassins



BOTH OF THE ASSASSINS CAN BE FOUND NEAR ONE OF THE TWO MARKETPLACES. LOCATE THEM ON THE MAP. THOSE ASSASSINS APPEAR AS YELLOW CIRCLES—THE ONES YOU DON'T NEED PICTURES OF ARE BLUE.



THE FIRST ASSASSIN YOU WANT TO GO AFTER SITS IN A WINDOW ABOVE A MARKETPLACE.

TO GET TO HIM, ENTER A MARKET STAND UNDERNEATH THE WINDOW.



QUIETLY CLIMB THE STAIRS.

GO INTO STEALTH MODE TO SNEAK UP BEHIND THE SNIPING ASSASSIN AND...





...USE THE FIBER WIRE TO QUIETLY ELIMINATE HIM.



Drop the sniper rifle and head downstairs.



DON'T FORGET TO TAKE A PICTURE OF THE BODY FOR THE CIA AGENT.

Move to the body and take a photo.



PICK UP THE SNIPER RIFLE AND GET READY FOR THE SECOND ASSASSIN.



WITH BOTH ASSASSINS DOWN, PLUS PHOTOS OF THE BODIES, YOU ARE READY TO RETURN TO THE CIA AGENT.



WATCH THE MAP VIEW TO SEE WHEN A YELLOW CIRCLE IS APPROACHING, THEN LOOK OUT THE WINDOW TO MAKE SURE IT'S THE CORRECT ASSASSIN.



WATCH OUT FOR OTHER ASSASSINS ON YOUR WAY. IF YOU KEEP AN EYE ON THE MAP, YOU CAN AVOID THEM.



THE ONE YOU ARE LOOKING FOR WEARS A BLUE BASEBALL CAP. ZOOM IN AND TAKE THE SHOT.

IN THE OFFICE, THE AGENT TELLS YOU WHERE THE SECRET PASSAGE IS—BEFORE HE PASSES OUT DRUNK.









If the guards are on the lookout for a suspicious bald guy, you may want to take the clothes off of one of the assassins and dress as a guard.

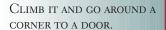
### On to the Secret Passage



THE PASSAGE IS IN THE NORTHWEST CORNER OF THE CITY. HOWEVER, A COUPLE OF ASSASSINS HAVE SET UP AN AMBUSH FOR YOU.



Move Toward the SOUTHWEST CORNER OF THE CITY, SOUTH OF THE OFFICE WHERE THE SECRET PASSAGE IS, UNTIL YOU SEE THIS LADDER.





OPEN THE DOOR AND TAKE OUT THE SNIPER WHO WAS WAITING TO SHOOT YOU AS YOU RAN DOWN THE ALLEY BELOW.



Make sure you take out THE SECOND ASSASSIN WITH THE SMG AS WELL. RETURN TO GROUND LEVEL.

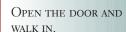




WATCH OUT FOR ANY OTHER ASSASSINS WHO MIGHT BE IN THE AREA. THE BALLERS WORK WELL FOR DROPPING THESE GUYS.



WITH THE ALLEY CLEAR, HEAD FOR THE CARPETS INTERNATIONAL OFFICE.







GO OVER TO THE SECRET PASSAGE, WHICH IS COVERED BY A RUG, TO COMPLETE THE MISSION.





### **Alternate Tactics**



You don't have to snipe the wandering assassin with the ballcap. Instead, you can locate him, then walk up behind him and take him out with the 9mm Pistol SD. Just make sure no one else is around and Quickly holster your pistol when you're done.

SKIP KILLING THE LAST TWO ASSASSINS WAITING TO AMBUSH YOU AS YOU GO TO THE OFFICE WITH THE SECRET PASSAGE. INSTEAD OF WALKING DOWN THAT ALLEY, MAKE YOUR WAY TO THE NORTH END FROM AN ALLEY TO THE EAST. RUN TO THE DOOR AND INSIDE WHERE THE SNIPER CAN'T TARGET YOU.



# The Death of Hannelore

This assignment is the next phase in your larger mission. Once inside the temple, you have to find and kill the cult leader's personal physician and main propagandist, Von Kamprad, and then continue on to Hospital Island where the cult leader is.

# Mission Objectives

- Pick up door key to hiding place
- Kill Dr. Von Kamprad
- Hide the body of Dr. Von Kamprad—check your map for the location
- ≪ No civilians can be killed



Dr. Von Kamprad

### **Mission Information**

This mission is tough. First infiltrate the temple, getting past several guards. Next, get the door key and find a way to get to Dr. Von Kamprad. One of the more difficult parts is hiding the doctor's body. Once that is done, make your escape.

### **Maps**





Temple garden

Sewers





Temple 1st floor

Temple 2nd floor

# Completing the Assignment

### Infiltrating the Temple



YOU BEGIN THE MISSION IN THE NORTHEAST PORTION OF THE TEMPLE GARDEN, NEAR THE BOAT DOCK.

IMMEDIATELY MAKE
YOUR WAY TO THE CRATES
LEFT OF YOU.









A GUARD IS HEADED YOUR WAY. HIDE BEHIND THE CRATES TO ELUDE HIM.



Make your way to the western entrance into the temple.

Pull out your 9mm Pistol SD and wait for him to pass the crates. As he does, neutralize him with a headshot.



WAIT UNTIL THE GUARD NEAR THE DOOR WALKS AWAY. IF YOU TRY TO RUN PAST HIM AND INTO THE TEMPLE, HE<sup>I</sup>LL ALERT OTHERS AND EXPOSE YOUR DISGUISE.



Drag the body and hide it behind the crates.



GO THROUGH THE DOOR AND SOUTH THROUGH THE HALLWAY.



ONCE THE BODY IS OUT OF SIGHT, TAKE THE CLOTHES SO YOU CAN DISGUISE YOURSELF AS A GUARD.





YOU ARE HEADED TO A SUPPLY ROOM IN THE SOUTHERN PART OF THE TEMPLE.

HOLSTER YOUR WEAPON, THEN HEAD WEST ACROSS THE GARDEN.



OPEN THE DOOR ON THE RIGHT.







RUN THROUGH THE SMALL ROOM AND INTO THE SUPPLY ROOM. IF YOU WALK, THE GUARDS IN THE SMALL ROOM MIGHT SEE THROUGH YOUR DISGUISE.



HEAD TOWARD THE
NORTHEASTERN CORNER
OF THE TEMPLE. PATIENTS
OCCUPY THE WESTERN
ROOMS, WHILE CULT
MEMBERS OCCUPY THE
EASTERN ROOMS.



In the supply room, you can find a 9MM Pistol SD and an AK. You do not need either.



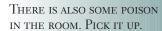




PICK UP THE DOOR KEY. YOU NEED IT TO ACCESS THE CLOSET WHERE YOU MUST HIDE THE DOCTOR'S BODY.



INSIDE YOU FIND A CHANGE OF CLOTHES. PUT IT ON AND YOU ARE NOW A PATIENT.





ONCE YOU ARE DRESSED, HEAD BACK OUT OF THE ROOM.



### Make your way quickly through the small room with the guards again.



### Appointment with the Doctor



CONTINUE TO THE LARGE ROOM IN THE NORTH.



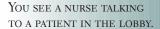




QUICKLY MAKE YOUR WAY PAST THE GUARDS.

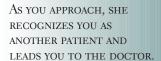


THE NURSE TAKES YOU STRAIGHT IN TO DR. VON KAMPRAD.





As the doctor walks away from the desk, poison her water.





IT IS QUICKER TO SNEAK UP BEHIND HER AND USE THE FIBER WIRE. IF YOU WAIT UNTIL SHE FINISHES HER SPEECH AND DRINKS THE WATER, A PATIENT MAY WALK IN AND SEE THE BODY.





FOLLOW HER UPSTAIRS. YOU MAY NEED TO RUN PAST THE GUARDS IF THEY START TAKING TOO CLOSE A LOOK AT YOU.



QUICKLY DRAG THE BODY OUT THROUGH THE MAIN DOOR.

ANOTHER GUARD PATROLS THE TOP OF THE STAIRS.



Drag the body right through the middle of the central room. If you go down one side or the other, a guard at the top of the stairs may see you.







KEEP GOING ALL THE WAY TO THE ROOM MARKED ON THE MAP. IT IS THE CLOSET DOOR ON THE RIGHT. YOU MUST HAVE THE DOOR KEY TO OPEN IT.



ONCE INSIDE, DROP THE BODY AND MAKE SURE ALL WEAPONS ARE HOLSTERED.



GO BACK TO THE PATIENT'S ROOM WHERE YOU PICKED UP THE DISGUISE AND CHANGE BACK INTO THE GUARD UNIFORM.

OF THE MAIN TEMPLE

BUILDING.



AFTER EXITING THE ROOM, TURN RIGHT AND LEAVE THE TEMPLE.



RETURN TO THE BOAT DOCK. RUN PAST ANY GUARDS SO THEY DON'T SEE THROUGH YOUR DISGUISE.

HOP INTO THE BOAT TO COMPLETE THE MISSION AND HEAD OUT FOR THE NEXT ONE.



### **Alternate Tactics**



THERE IS ANOTHER WAY INTO THE TEMPLE, BUT IT IS TOUGHER. HEAD NORTHWEST ALONG THE BEACH.

YOU COME UPON THE SEWER OUTLET. RUN INSIDE.



WHEN YOU GET TO THE END OF THE SEWER, LOOK OVER THE POOL IN THE CENTER OF THE TEMPLE. IF YOU GO UP ONE OF THE SIDE PASSAGES ON THE RIGHT, NEAR THE POOL OUTLET, YOU COME UP A LADDER IN THE SOUTHEASTERN CORNER OF THE TEMPLE.







# Terminal Hospitality

Your mission is to find the cult leader, Deewanna Ji, and eliminate him—he's been admitted to the hospital to undergo heart surgery. He needs a new heart and a pacemaker. The complex consists of the hospital and a Shiva temple, reserved for devotional and religious practices for the top members there. The hospital has different floors with sick wards and treatment units. A package in Dr. Chakran's office contains equipment that will help you complete the mission.

# **Mission Objectives**

- Kill the cult leader
- Escape Hospital Island





Deewanna Ji

Hospital nurse

### Mission Information

This mission is straightforward. You need to get into the hospital. If you get a guard's orange uniform, it's easier to walk right in. Once in the hospital, you need to get to Dr. Chakran's office, where you pick up some more equipment and supplies. With these, you can make the hit on the cult leader. Get back to your boat and escape.

# Weapons and Equipment

Scalpel

# **Maps**





Island

1st floor



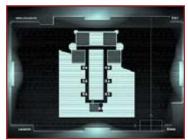




**Basement** 







Ventilation shafts

# Completing the Assignment

### Getting into the Hospital



THE MISSION BEGINS WITH YOUR LANDING ON THE SHORE OF HOSPITAL ISLAND

HEAD WEST ALONG THE SHORE. USE THE ROCKS FOR COVER AND WATCH OUT FOR THE GUARD OUT ON THE YACHT.





ASCEND THE STAIRS, STAYING TO THE LEFT SIDE SO THE GUARD AT THE TOP CANNOT SEE YOU COMING UP.







When you get to the top, pull out your 9MM Pistol SD.



SIDESTEP RIGHT AND TAKE DOWN THE GUARD SILENTLY WITH A SINGLE ROUND TO THE HEAD.



MOVE OVER TO THE BODY AND CHANGE CLOTHES. PICK UP THE UZI AND CONCEAL IT. LEAVE THE BODY WHERE IT IS. NO ONE PATROLS AROUND THIS AREA, SO IT WON'T BE DISCOVERED.

HOLSTER ALL WEAPONS AND MOVE ON TO THE HOSPITAL.



WITH YOUR DISGUISE, YOU CAN ENTER THROUGH THE FRONT DOOR WITHOUT ANY TROUBLE.



### Retrieving your Package



WALK ACROSS THE ENTRY LOBBY.

CLIMB THE STAIRCASE TO THE SECOND FLOOR.





AT THE TOP, HEAD SOUTH.
MOVE QUICKLY PAST
GUARDS SO THEY DO NOT
SEE THROUGH YOUR
DISGUISE.



Take a right and enter Dr. Chakran's office.

Make sure the nurse is not at her desk.









IF SHE IS, STEP BACK OUT INTO THE LOBBY AREA AND WAIT FOR HER TO TAKE A BREAK OUT ON THE PATIO.



ONCE IT IS CLEAR, MOVE TO THE DOOR AND QUICKLY PICK THE LOCK.

A BOX SITS ON THE DESK.

OPEN IT TO REVEAL NIGHTVISION GOGGLES AND THE
ROOM KEY. PICK THEM
BOTH UP.





WITH THE KEY, YOU CAN GET THROUGH THE NEXT DOOR.



Inside there's a change of clothes. Put them on and move about the hospital disguised as a doctor.

### The Surgery



EXIT THE OFFICE THE SAME WAY YOU ENTERED.

HEAD NORTH THROUGH THE HOSPITAL.



CONTINUE ALL THE WAY TO THE ELEVATOR AND CALL IT.



ODDODOD DODOD DODO

Take the elevator down to the basement.

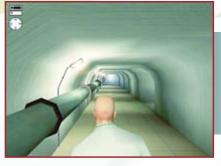
ONCE YOU GET TO THE BOTTOM, ENTER WARD B. WARD A IS WHERE THE SURGERIES TAKE PLACE; HOWEVER, YOU NEED TO DO A FEW THINGS BEFORE YOU CLOSE IN FOR THE HIT.







HEAD SOUTH THROUGH THE HALLWAYS ALL THE WAY TO THE LAST HALLWAY.



WORK YOUR WAY NORTH THROUGH THE SHAFTS TO THE SHAFT THAT RUNS EAST TO WEST.

ENTER THE OFFICE OF THE ANESTHETIST.



Two openings at each end of this shaft look down into the four operating rooms. Two of them have a doctor and a nurse. These are not the rooms you are looking for.





INSIDE, PICK UP THE SCALPEL ON THE DESK.



One room is empty. However, in one room you see two guards dressed in orange. That is the room you want. Take note of which one you are looking down into.



HEAD TO THE DOOR ACROSS THE HALL. MAKE SURE NO GUARDS ARE WATCHING YOU, THEN PICK THE LOCK.





The cult leader's room changes each time you play this mission. Check each time.

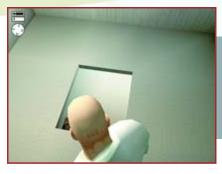
ONCE INSIDE THE VENTI-LATION ROOM, CLIMB UP THE LADDER INTO THE SHAFTS.











DESCEND ONE OF THE LADDERS TO THE BASEMENT LEVEL OFF TO ONE SIDE OF THE VENTILATION SHAFT.



YOU HAVE TO PICK THE LOCK TO GET OUT OF THE SMALL ROOM.

HEAD TO WARD A AND WALK DIRECTLY TO THE CORRECT OPERATING ROOM. MOVE QUICKLY PAST THE GUARDS.



ONCE INSIDE, THE TWO GUARDS THINK YOU ARE THE SURGEON.





WALK UP NEXT TO THE CULT LEADER, PULL OUT THE SCALPEL, AND CHOOSE "KILL CULT LEADER" FROM THE ACTION MENU; 47 PERFORMS A SUCCESSFUL OPERATION TO STOP THE CULT LEADER'S HEART.

#### Time to Leave



ONCE THE SURGERY IS COMPLETE, GET OUT OF THE OPERATING ROOM. IF YOU WAIT AROUND, THE TWO GUARDS WILL REALIZE THE CULT LEADER IS DEAD AND START SHOOTING AT YOU. LEAVE VIA THE CLOSEST DOOR TO THE STAIRWELL, EITHER TO THE EAST OR WEST

DEPENDING ON WHICH SIDE THE OPERATING ROOM IS ON.

IN THE STAIRWELL, RATHER THAN HEADING UP, GO TO THE DOOR AND PICK THE LOCK. GO THROUGH THE OPENED DOOR TO EXIT THE HOSPITAL.





Make your way south toward the boat dock.

GO THROUGH THE SAME AREA WHERE YOU ENTERED THE HOSPITAL COMPLEX.





#### PRIMA'S OFFICIAL STRATEGY GUIDE

KEEP GOING UNTIL YOU REACH YOUR BOAT. HOP ABOARD TO END THE MISSION.



IT HOLDS A SMALL ARSENAL OF WEAPONS IN CASE YOU WANT TO TRY MORE BLOODY TACTICS.

#### **Alternate Tactics**



IF YOU WANT TO GET THROUGH THE MISSION WITHOUT KILLING ANYONE BUT THE CULT LEADER, EVADE THE GUARDS NEAR THE BOAT DOCK. USE THE ROCKS AS COVER AS YOU MAKE YOUR WAY TOWARD THE TEMPLE OF SHIVA.

INSTEAD OF GOING IN THE FRONT DOOR, CLIMB THROUGH OPEN WINDOWS ON EITHER SIDE OF THE HOSPITAL.



WATCH OUT FOR PATROLLING GUARDS AROUND THE TEMPLE.



FINALLY, IF YOU WANT TO TRY ANOTHER TACTIC FOR THE HIT, TURN OFF THE GENERATOR LOCATED IN THE VENTILATOR ROOM.
USE THE NIGHT-VISION GOGGLES TO MOVE THROUGH THE BASEMENT TO THE OPERATING ROOM, OR TO MAKE YOUR ESCAPE.

An orange guard's uniform is just sitting by the pool. Use it to get into the hospital.











# Back to St. Petersburg

# St. Petersburg Revisited

THERE'S BEEN AN UNEXPECTED TURN OF EVENTS INVOLVING OUR CLIENT, SERGEI ZAVOROTKO. IT APPEARS THAT HE IS THE TERRORIST WHOSE NUCLEAR ARMS GOT STOLEN BY THE INDIAN CULT. THE U.N. HAS REASON TO BELIEVE THAT SERGEI IS DEALING IN VAST AMOUNTS OF NUCLEAR AND CHEMICAL ARMS. THE U.N. HAS NO MANDATE TO HANDLE SUCH CONTINGENCIES—BUT THEY STILL WANT TO ELIMINATE THIS WORLD TERRORIST, SO THIS IS WHERE THE AGENCY COMES INTO THE PICTURE. IT'S VERY MUCH AGAINST THE AGENCY'S PRINCIPLES TO PERFORM A HIT ON A FORMER CUSTOMER, BUT CONSIDERING THE POTENTIAL BUSINESS FROM THE U.N., THEY'RE MAKING AN EXCEPTION IN THIS CASE. BECAUSE YOU ALREADY KNOW THE AREA—AND ARE THE AGENCY'S TOP PERFORMER IN THE TRADE—THEY HAVE CHOSEN YOU TO CARRY OUT THIS MISSION. SERGEI IS OCCUPYING THE SAME OFFICE IN ST. PETERSBURG WHERE YOU CARRIED OUT YOUR FIRST MISSION FOR THE AGENCY AFTER COMING OUT OF RETIREMENT. HE'S PARANOID NOW. CHECK YOUR MAP, REFRESH YOUR MEMORY, AND RETRACE YOUR STEPS. UPON ARRIVAL ON THE METRO YOU'LL FIND YOUR EQUIPMENT IN LOCKER 137 AT THE STATION. YOUR ESCAPE ROUTE IS RETURNING ON THE TRAIN.

#### **Mission Objectives**

- Kill Sergei Zavorotko
- Escape to the metro

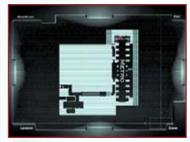


Sergei Zavorotko

#### **Mission Information**

This mission is set up like the first one in St. Petersburg. The locker contains a sniper rifle, and you can use the same apartment building to shoot into the same office. There are only a few guards near the back door of the Pushkin Building and more behind the apartment building. As a successful assassin, you know that you never use the same method twice—not if you want to stay alive. Why have you been given the exact same circumstances as before? Something smells fishy. You begin the mission with the fiber wire as your only weapon. It's all you need. Plus, you can pick up other weapons as you go.

#### **Maps**



Metro station



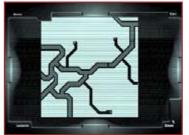
Streets



Pushkin Building 1st floor



Pushkin Building 2nd floor



Sewers

#### Completing the Assignment

#### Going in for the Kill



YOU ARE BACK IN THE ST. PETERSBURG METRO STATION.



#### PRIMA'S OFFICIAL STRATEGY GUIDE



HEAD OVER TO THE LOCKERS. PICK THE LOCK TO NUMBER 137. IT HOLDS A SNIPER RIFLE BUT NO AMMO. WERE YOU SUPPOSED TO THINK IT WAS ALREADY LOADED? THIS MISSION APPEARS TO BE A SETUP.



THE ENEMY ASSASIN 17 WILL SPAWN IN THIS WINDOW IF YOU APPROACH FROM THIS SIDE.

HEAD UP THE STAIRS AND AWAY FROM THE BOARDING AREA.



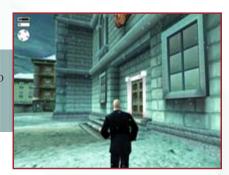
even at a distance, the assassin in the window shoots at you with the sniper rifle. Approach the opening in the wall (shown in the screenshot), but stay to the right and out of sight of the window. This will force 17 to spawn in this window but he will not see you. Head back toward the Metro and approach the building from the front—you won't be seen.

CONTINUE ALL THE WAY UP TO STREET LEVEL.



KEEP RUNNING RIGHT UP TO THE FRONT DOORS ON THE SOUTHWESTERN SIDE.

Tip



MOVE NORTH TO THE BARRICADES LEFT OVER FROM THE PREVIOUS MISSION.



THERE ARE NO GUARDS HERE, SO GO ON IN AND UP THE STAIRS.



Turn west and head toward the Pushkin Building.

TURN RIGHT AND HEAD UP THE NEXT FLIGHT OF STAIRS TO THE SECOND FLOOR.





#### BACK TO ST. PETERSBURG

#### Setup



OPEN THE DOORS; SOMEONE WITH A SNIPER RIFLE WAITS TO AMBUSH YOU ON YOUR WAY TO THE APARTMENT BUILDING.

SNEAK UP BEHIND THE
ASSASSIN AND USE THE FIBER
WIRE TO ELIMINATE HIM.
CHANGE INTO HIS CLOTHES
AND TAKE THE SNIPER RIFLE.



Tip

The W2000 has only one round in it. Don't use it unless you absolutely have to. Even then, you have to make a perfect headshot on the target ou only get one shot. Although you probably won't take it back for your collection.



IF YOU WERE TO VISIT SERGEI'S OFFICE, YOU WOULD FIND A TARGET TO SHOOT AT.

HOWEVER, SERGEI HAD A CLONE NUMBERED 17 READY TO KILL YOU. TIME TO GET OUT.





AFTER KILLING THE CLONE, RUN DOWNSTAIRS AND OUT THE FRONT DOOR. GUARDS SURROUND THE BUILDING. HOWEVER, SINCE YOU ARE WEARING 17'S CLOTHES, THEY LET YOU BY.

However, once they find the clone's body, they look for you. The stairs to the metro are covered by several guards, so head south to the street running along the river, then east.



#### Back to the Sewers



CLIMB DOWN INTO THE MANHOLE AND TAKE THE LADDER TO THE SEWERS.



HEAD TOWARD THE ACCESS TO THE METRO STATION.

AS YOU APPROACH THE SEWER STREAM, YOU'LL SEE A GUARD UP AHEAD.





#### PRIMA'S OFFICIAL STRATEGY GUIDE



Take out the fiber wire and sneak up behind him. Kill him to clear your way.



CONTINUE THROUGH THE SMALL ROOM TO THE NEXT DOOR.



TAKE HIS CLOTHES SO YOU CAN GET PAST OTHER GUARDS FARTHER ALONG.



PICK UP THE PISTOL AND RETRIEVE YOUR W2000.



Turn right and run down the escalator.

HEAD NORTHEAST THROUGH THE SEWERS. SOME GUARDS WAIT NEAR WHERE YOU TURN TO GO TO THE METRO STATION. HOWEVER, SINCE YOU ARE DISGUISED, THEY PAY NO ATTENTION.



KEEP GOING ALL THE WAY TO THE METRO BOARDING AREA TO COMPLETE THE MISSION.





PICK THE LOCK TO GET THROUGH THE STEEL DOOR.







# Redemption at Gontranno Sanctuary

SINCE NUMBER 17 FAILED TO KILL YOU IN ST. PETERSBURG, SERGEI HAS SET UP ANOTHER TRAP FOR YOU AT GONTRANNO SANCTUARY. HE STILL HOLDS FATHER VITTORIO CAPTIVE AND IS USING HIM AS BAIT FOR YOU. THERE IS NO BRIEFING AND NO HELP FROM THE AGENCY ON THIS MISSION. YOU'RE ON YOUR OWN—THIS TIME IT'S PERSONAL.

#### Mission Objectives

- Kill all Sergei's bodyguards
- Save Vittorio by killing Sergei

#### Mission Information

This mission is the toughest—and bloodiest—you have faced. There is no need to try to limit casualties. In fact, you must kill all of Sergei's bodyguards as a mission objective. The first part of the mission is probably the most difficult. You begin with only the fiber wire for a weapon. If you can get to the tool shed, all of the weapons you collected during your previous missions are waiting.

#### Weapons and Equipment

All of the weapons and equipment you have collected during the course of the game

#### **Maps**







Church



#### Completing the Assignment

#### To the Tool Shed



THE MISSION BEGINS IN THE COURTYARD OUTSIDE THE CHAPEL. TWO GUARDS PATROL THE AREA, AND THEY WILL SHOOT YOU ON SIGHT.

LOOK AROUND THE CORNER TO THE EAST. WHEN BOTH HEAD NORTH, RUN FOR THE SECOND-TO-LAST PILLAR. ONE GUARD PATROLS BACK AND FORTH IN FRONT OF THE GATE WHILE THE OTHER MAKES A CIRCUIT AROUND THE COURTYARD.



Гір

In third-person view, you can see around the comer of objects without exposing 47 to the view of the enemy. Use this ability during the mission to see where the quards are without letting them see you.



AFTER THE GUARDS LOOK BACK, HEAD NORTH AGAIN, SPRINT TO THE LAST PILLAR AND HIDE BEHIND IT.

MAKE SURE THE GUARD IS NOT LOOKING, THEN RUN TO THE PILLAR NEXT TO THE GATE AND HIDE BEHIND IT. THE GUARD LOOKS BACK BECAUSE HE THOUGHT HE HEARD SOMETHING, BUT IF YOU ARE OUT OF HIS SIGHT, HE WILL TURN AROUND AND WALK AWAY.









CAREFULLY WALK UP TO THE GATE. CHECK THE MAP TO SEE THE LOCATION OF THE GUARD PATROLLING ON THE OTHER SIDE OF THE GATE.



When you are ready, OPEN THE GATE AND RUN THROUGH IT. RUN AND JUMP DOWN THE STONE PATHWAY TO THE GARDEN BELOW.

KEEP RUNNING ALL THE WAY TO THE SHED. THE GUARDS SHOOT AT YOU, AND YOU MAY TAKE A HIT, BUT IF YOU KEEP RUNNING YOU'LL MAKE IT. LUCKILY THE DOOR IS NOT LOCKED, SO GET INSIDE.





THE WALLS OF THE SHED STOP THE GUARDS' BULLETS. HOWEVER, THE GUARDS WILL FOLLOW YOU IN.

You have a lot of weapons from which to choose. For right now, grab something automatic. The M60 is always a good choice. If you don't have one, take an AK, an SMG, or an Uzi.



#### Eliminating the Bodyguards



TAKE OUT THE GUARDS AS THEY APPROACH THE DOORWAY.



STRAFE OUT THROUGH THE DOOR TO TAKE DOWN THE GUARDS COMING FROM THE DIRECTION OF THE COURTYARD.

ONCE IT IS CLEAR AROUND THE TOOL SHED, GO BACK INSIDE AND STOCK UP ON AMMO. GRAB THE BALLERS JUST IN CASE.





FULLY ARMED, HEAD TOWARD YOUR OLD QUARTERS. WATCH OUT FOR THE SNIPER ON TOP OF THE RUINS YOU USED FOR TRAINING. A QUICK BURST ELIMINATES HIM. GO THROUGH THE DOOR INTO THE CHAPEL DUNGEON AREA.



Once inside, go past the stairway up into the chapel and on to the door on the right. Pick the lock. Once it is unlocked, open the door and enter the room. Pick up the key hanging on the far wall and exit back to the outside.



#### SHOWDOWN IN SICILY



AS YOU LEAVE THE
DUNGEON AREA, TAKE AN
IMMEDIATE RIGHT BETWEEN
THE QUARTERS AND THE
STONE WALL OF THE
CHAPEL.



GO THROUGH THE DOOR ON THE LEFT AND STRAFE AROUND THE CORNER TO TAKE OUT ANY REMAINING GUARDS.

You'll come to a secret passage into the chapel. The key you picked up in the dungeon opens this door.



HEAD WEST AND PICK OFF THE GUARD IN THE OTHER STAIRWELL.



HEAD UPSTAIRS TO THE FIRST FLOOR OF THE CHAPEL. YOU'LL COME TO A ROOM WITH TWO DOORS AND SOME WOODEN STAIRS.



ENTER THE STAIRWELL AND OPEN THE DOOR. GET READY TO FIRE—A LARGE GROUP OF GUARDS WAITS IN THE CHAPEL FOR YOU. STRAFE RIGHT TO DUCK BEHIND THE WALL FOR COVER.



SNEAK UP TO THE DOOR ON THE LEFT. OPEN IT AND GET READY TO SHOOT. THERE'S A GUARD ON THE OTHER SIDE. MOVE EAST THROUGH THE REAR ENTRY AREA TO THE FIRST STAIRWELL WHERE YOU ENTERED THE GROUND FLOOR OF THE CHAPEL.

OPEN THE DOOR AND CLEAR OUT THE OTHER SIDE OF THE CHAPEL. It'S TIME TO HEAD UPSTAIRS.



AFTER YOU SHOOT, BACK UP AND GET READY FOR A GUARD TO COME THROUGH THE OTHER DOOR. COVER BOTH DOORS, SHOOTING ANYONE WHO COMES THROUGH UNTIL THINGS COOL DOWN.





OPEN THE WESTERN
DOOR AND EXTERMINATE
THE TWO GUARDS ON THE
BALCONY AREA ABOVE THE
CONFESSIONAL.



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OPEN THE NORTHERN DOOR AND OPEN FIRE ON A COUPLE MORE TANGOS ON THE BALCONY AREA.





THERE ARE MORE TANGOS ON THE OPPOSITE BALCONY TO THE WEST, SO GO THROUGH THE WESTERN DOOR, ACROSS THE BALCONY OVER THE CONFESSIONAL, OVER TO THE OTHER STAIRWELL. OPEN THE NORTHERN DOOR AND FIRE AWAY AT TWO MORE GUARDS.

WALK OUT ON THE BALCONY AND SHOOT DOWN AT ANY GUARDS REMAINING ON THE CHAPEL FLOOR. WHEN YOU HEAR FATHER VITTORIO TALKING, ALL OF THE BODYGUARDS ARE DEAD. KEEP SEARCHING THE AREA UNTIL YOU MEET THIS FIRST OBJECTIVE. USE THE MAP TO LOCATE ANY SURVIVING ENEMIES.



#### Now for Sergei



AFTER ALL THE
BODYGUARDS ARE DEAD,
HEAD DOWN TO THE
CONFESSIONAL. ENTER THE
CONFESSIONAL. SERGEI AND
VITTORIO ARE ON THE
OTHER SIDE. AIM AT THE
HEART IN THE MIDDLE AND
TAKE A SHOT.



IT WILL HIT SERGEI BUT NOT KILL HIM.



Instead he knocks
Vittorio down and
Breaks out through the
Wall of the confesSional into the chapel.

LET HIM GO FOR NOW— DON'T TRY TO CHASE AFTER HIM. INSTEAD, HEAD UP THE STAIRWELL OPPOSITE THE ONE TAKEN BY SERGEI.



You find him on the balcony above the confessional. He is waiting for you to go out into the chapel. However, you can get the drop on him. Don't try for a nice single shot to the head. Instead, unload an automatic into him to make sure you take him down.





WITH SERGEI'S DEATH, YOU HAVE SUCCESSFULLY COMPLETED THE MISSION—AND THE GAME.

FATHER VITTORIO OFFERS SOME PARTING WORDS FOR YOU.

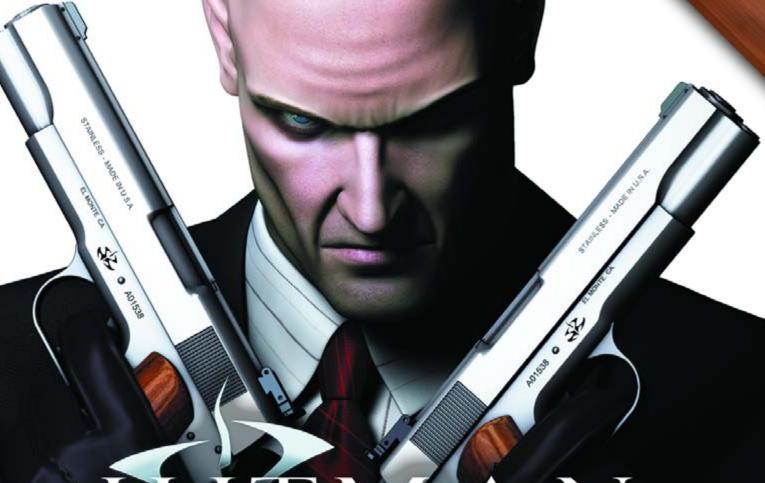




HITMAN 47 MAKES HIS DEPARTURE FROM GONTRANNO.



# HOW TO ACHIEVE SILENT ASSASSIN STATUS!











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desired result is achieved.



#### PRIMA'S OFFICIAL STRATEGY GUIDE

#### STEPHEN STRATTON

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# INTRODUCTION

Thank you for purchasing Prima's Official Strategy Guide to *Hitman: Contracts*. This book is filled with all of the tips, tricks, secrets, and vital information you need to become the deadliest assassin mankind has ever known.

#### How to Use This Book

#### Introduction

This section provides general information on *Hitman: Contracts*. Read on to learn the basics of the game, such as completing missions and understanding the game's rating system.



#### Training

Everything you need to know about controlling Agent 47 is in the "Training" section. We cover basic and advanced movements, Stealth tactics, and many other actions you can perform during missions.



#### Equipment

There's no shortage of lethal firepower or clever gadgetry in *Hitman: Contracts*. Refer to this section to learn more about each piece of equipment in the game.



#### Contracts

This walkthrough section exposes every mission in the game. Follow these walkthroughs to complete the game with the highest rating. We also unveil some of the coolest optional tactics you can try in each mission.



Secrets of the Trade

Ready to spice things up? Look to the final section of this guide for every cheat code and secret in the game, then make your enemies suffer.

## Overview of Hitman: Contracts

The third installment in the *Hitman* series, *Hitman: Contracts* takes you deep into the twisted mind of a troubled killer-for-hire. Delirious with pain and struggling to come to terms with his reprehensible actions, Agent 47 relives twelve of his most disturbing past assignments through a tidal wave of memories and flashbacks. Hanging on to his sanity by a thread, Agent 47's fate now rests in your hands.

## Starting a New Game

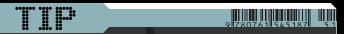


#### Title Screen

Choose **Start** from the title screen to begin a new game. You're asked to select the desired difficulty level: **Normal, Expert**, or **Professional**. Choose wisely—you cannot change the difficulty unless you start a new game.

The three different difficulty levels have dramatic influence on gameplay. The following list details the effects of each one.

- Normal Difficulty: Enemies are slow to react to suspicious behavior and are not especially accurate with their firearms. The in-game map displays all available information in full detail. You're able to save your game up to seven times per mission, and you begin each mission with a bonus weapon—the versatile Silverballer Silenced pistol.
- >>> Expert Difficulty: Enemies are quick to react to suspicious behavior and are very accurate with their firearms. The in-game map does not differentiate between police, civilians, and enemies—all people except your targets are displayed as civilians. You're able to save your game only twice per mission.
- >>> Professional Difficulty: Enemies are hyper-sensitive to suspicious behavior and have superior combat skills. The in-game map does not display civilians, police, or enemies at all. (It does identify Agent 47, VIPs, and targets.) Your progress is saved only between missions—you cannot save during the course of a mission.



Start on Normal difficulty. There's no incentive to play at a higher difficulty level; it just makes completing each mission more of a challenge.

## **Completing Missions**

The first thing you need to know about *Hitman: Contracts* is how to complete a mission successfully. The process can be broken down into four logical steps.

#### Step 1: Explore

Knowledge is power, and knowing your way around a level gives you a huge advantage during any operation. It's wise to wander about as an observer when you begin a new mission. Gather information, explore the environment, and make



mental notes as you go. This allows you to plot out the best course of action for the job.





In-Game Map

When playing on Normal or Expert difficulty, people such as civilians, police, and enemies are displayed on the in-game map (on Expert difficulty, all people except the targets are displayed as civilians). Use the in-game map to find gaps between patrolling guards. Look for such weaknesses when planning your approach.



The maps in the Contracts section are valuable resources as well. Use these maps to discover Points of Interest, power switches, locations of targets, and other important information. Digest all of it and then design a solid plan of attack before moving in.

#### The following icons are used on the maps:











A, B, C = Show movement between maps







1 , 2 , 3 = Pickups such as weapons and ammo





You begin each mission with Binoculars-a fantastic tool for spying on distant objects.

#### Step 2: Infiltrate

Your targets are never easy to get at—if they were, nobody would pay you for your "services." Most targets are well-protected by numerous bodyguards. You must progress past these human obstacles, move in, and get close to the target to make the hit. This process is known as infiltration.



When infiltrating a compound, your goal is to slip past each guard without raising an alarm. This isn't always easy, but it's far more difficult to complete a mission if you've blown your cover. Try changing your approach if you can't make

it through a certain area—you might be able to take a better route.



Stealth and deception are your two best friends during any infiltration attempt. Sneaking past a guard is always better than confronting one, and disguising yourself is even better. (You don't need to sneak past a guard if he thinks you're one of his pals.)





There's a change of clothes lying around somewhere in nearly every level-sometimes more than one. Make use of these free disguises rather than killing or knocking out people to get their clothing.

#### Step 3: Make the Hit



After you infiltrate the compound, the next step is to approach and assassinate your targets without being detected. Because bodyguards protect many targets, you often have to wait for the right moment to make the hit.

There's usually more than one way to eliminate a target. While conventional weaponry usually does the trick, some targets are under constant vigil, and you can never approach them directly without being detected. Under these circumstances, kill



the targets indirectly, such as by poisoning their food or drink.

Hints are usually provided in some fashion. For example, if you see that your target is drinking from a glass, you can probably poison his drink. Be patient and stay alert, and an opportunity will reveal itself.

#### Step 4: Escape



When you've completed all other mission objectives, your final task is to escape the area. Check the map for exit points and devise a safe and direct escape route—you don't want to blow your cover after making it this far.

## Hitman Rating System



Mission
Accomplished Screen

The "Mission Accomplished" screen pops up when you've completed all of the mission objectives and reached an exit point. The screen compiles and lists all of your statistics, and gives you an overall rating for the mission you've just cleared.

#### The Breakdown

The statistics shown on the left side of the "Mission Accomplished" screen factor into the two major elements on the screen's right side: **Stealth** and **Aggression**. (The blue-colored bar represents Stealth; the red bar represents Aggression.) Your overall rating for the mission is calculated from your Stealth and Aggression scores. Here's a description of individual statistics and how they affect your Stealth and Aggression:

- >>> Shots Fired: The total number of bullets spent during the mission. You're allowed to fire one bullet per target. Each additional round you fire increases your Aggression score.
- >>> Close Encounters: The number of times you were attacked but not killed during the mission. This happens when you blow your cover. Each close encounter subtracts from your Stealth score.
- >>> Headshot: The number of people you shot in the head during the mission. This has no bearing on Stealth or Aggression scores, but a headshot is the only way to kill a target without lowering your Stealth score if you want to use a firearm.
- Alerts: The number of red-colored alert messages you received during the course of the mission. You're allowed up to two alert messages per mission. Each subsequent alert subtracts from your Stealth score.
- >>> Enemies Killed: The number of enemies you killed during the mission. Each kill adds to your Aggression score.
- Enemies Harmed: The number of enemies you wounded but didn't kill during the mission. This has no specific bearing on Stealth or Aggression scores, but a wounded enemy might yell or run off to alert his friends, which compromises your cover.



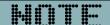
- >>> Innocents Killed: The number of innocent people you killed during the mission. Civilians are always considered to be innocents. On certain missions, police officers and VIPs are considered to be innocents as well. Each innocent you kill adds to your Aggression score.
- >>> Innocents Harmed: The number of innocent people you wounded but did not kill during the mission. This has no specific bearing on your Stealth or Aggression scores, but a wounded person will quickly run off and alert a guard, which compromises your cover.
- >>> Difficulty: The difficulty level you chose when you began the current game. This has no bearing on your Stealth or Aggression scores.
- >>> Saves: The number of times you saved the game during the course of the mission (does not include saves that occur between missions). This has no bearing on your Stealth or Aggression scores.

#### How Do You Rate?



Unlocking a Hidden Weapon

So, what does all of this mean? Why does your rating at the end of a mission matter? There's really only one reason: If you're able to attain the highest rating from a mission—the **Silent Assassin** rating—you unlock a powerful hidden weapon. You can unlock a total of 12 awesome weapons by earning the Silent Assassin rating on each of the 12 missions.



The difficulty level has no bearing on unlocking hidden weapons. You have the capability of unlocking each mission's hidden weapon whether on Normal, Expert, or Professional difficulty.

#### Silent Assassin Criteria



Silent Assassin Rating

Achieving the Silent Assassin rating is no easy task. To earn the Silent Assassin rating at the end of a mission, your Aggression bar must be entirely empty and your Stealth bar must be completely full on the "Mission Accomplished" screen.

We've listed the exact criteria for attaining the Silent Assassin rating below. Keep all of these factors in mind when you're playing through a mission if you want to unlock its hidden weapon.

- >>> You may only kill the specific targets you've been hired to assassinate.
- >>> You must not kill any enemies, civilians, police, or VIPs. If necessary, knock them out with Syringes.
- >>> If you use a firearm to make the hit, you must score a clean headshot on the target using only one bullet from a silenced gun.
- >>> You may use close-combat weaponry to make the hit on a target, such as the Fiber Wire, Fire Poker, Kitchen Knife, Meat Hook, Pool Cue, and so on.
- >>> You may use environmental items and objects to make the hit, as long as you don't violate any other criteria by doing so. Examples include poisoning a target's drink and silently suffocating a sleeping target with a pillow.
- >>> You must not receive more than two red-colored alert messages during a mission. Examples of alert messages include: "Warning: Your cover has been blown," "Warning: Nearby guards are alerted," and "Warning: Guards have found a dead body/unconscious person."
- >>> You must not receive any close encounters. Avoid blowing your cover at all costs—just one close encounter is enough to ruin your chance of scoring the Silent Assassin rating.

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Refer to the "Secrets" section of this suide for more information on the 12 hidden weapons you can unlock with the Silent Assassin rating from each mission. And check out the details on all the other cool Hitman: Contracts secrets.

#### Silent Assassin Tips



Any two-bit killer off the street can speed through a mission with guns ablaze, but it takes a real Hitman to earn the Silent Assassin rating. The fact that you can only kill the targets you've been contracted to hit makes each

mission an exciting challenge. You've got to outwit your enemies instead of relying on sheer firepower. The following tips help you achieve this goal.

- >>> Kill Only Your Targets: Never kill anyone except the specific targets you've been hired to hit. Your targets are easy to spot—they appear as pulsating red circles on the in-game map.
- >>> Maintain Your Cover: Blowing your cover is the worst—every guard in the area rushes over to attack you, causing your alert messages and close encounters to skyrocket. Proper usage of deception and solid stealth tactics help to minimize the odds of being detected.

- >>> Find a Disguise: Disguises grant you access to areas you could never reach while wearing your normal clothes. Locate a change of clothing or knock somebody out and steal his clothes to help you blend in.
- >>> Use Syringes Wisely: The syringe is a Silent Assassin's best friend when used properly. A Syringe renders any person unconscious for quite some time without harming the victim. The unconscious person will recover and alert the nearest guard, so do not to use a Syringe until you make decent progress through the mission (not always possible).
- >>> Maximize the In-Game Map: The in-game map is an invaluable tool, because it displays the location of each character in the mission when you're playing on Normal or Expert difficulty. This makes the in-game map helpful in many situations—you can use it to monitor a guard's patrol route or to make sure the room you're about to enter is free of enemies.
- >>> Bone Up on Training: The Training section provides in-depth information on how to control Agent 47. We teach you the Stealth tactics and cunning maneuvers you need to slip past the most observant bodyguards.
  - >>> Use Our Walkthroughs: The walkthroughs in the "Contracts" section are especially useful to Silent Assassins. Refer to them whenever needed, or follow along step by step to ensure a Silent Assassin victory on every mission.





# **TRAINING**

Everything you need to know about controlling Agent 47 is here in the training section. We cover basic and stealth movements, various actions, and effective combat strategies to help you survive even the most hopeless situation. Give yourself an edge in every mission by learning from the information in this section.

#### The Health Bar

The Health Bar is in the screen's lowerleft corner. You begin each mission with full health. The Health Bar decreases as you take damage and turns red when you're near death. Avoid combat situations to Keep your Health Bar in the black.

Damage is location-based. Being shot in the leg inflicts less damage than a headshot, for example. This applies to every person in the game, so aim high for quick kills.

#### The Threat Meter









The Threat Meter is at the screen's bottom-left corner, next to the Health Bar. Rely on this handy tool—it warns you whenever somebody's suspicious of your presence.

The Threat Meter is empty when nobody else is around. It begins to fill with a black bar when you pass near a guard or move into a restricted area, signaling nearby danger. The bar turns red when you're in serious danger of blowing your cover.

The Threat Meter can help you figure out important things, such as which areas of a level have restricted access, and whether or not your current disguise is working. Use this instrument to its maximum potential and you'll have less trouble moving through each environment.

#### **Basic Movements**

Walk, run, strafe, and lean are basic movements. These rudimentary maneuvers may seem self-explanatory, but there are several important things to know about each one.

#### Walk



Walking is your main mode of transportation, as you attract minimal attention while moving in this fashion and create little noise. Walk when you're under close surveillance to reduce the chances of being discovered.



Walking improves the effectiveness of your disguises, because guards are less suspicious of a walking person.

#### Run



Running is the quickest way to get from one area to the next, but your footfalls are loud and you draw attention to yourself when running around. Never run past guards or enemies, and never run when your Threat Meter starts to climb. You'll make the situation worse.



Running is risky, but do not worry when nobody's around. Distant people won't take notice of you when you run either, but running past a guard will catch his attention.

#### Strafe

Strafing is a sideways movement, either left to right or right to left. The camera angle remains locked when strafing, allowing you to move sideways and to keep whatever's ahead of you in view. You can even move diagonally with the camera



locked in place by walking or running while strafing.



Practice your strafing techniques. They're useful in combat situations, where they allow you to move in any direction while keeping enemies in your crosshairs.

## Camera Angles



The camera angle is behind Agent 47 by default, but you can adjust it to any position. Use this handy feature to your advantage by adjusting the

camera to achieve the best possible view for each situation.



You're better
prepared to handle
quick-reflex
situations if you
can manipulate
the camera
effectively while
walking, running,

and strafing. Practice adjusting the view while moving about until it becomes second nature.

The first-person view allows you to see the world through Agent 47's eyes. This is useful when you want to have a closer look at your immediate



surroundings. It's easier to combat enemies in first-person view as well.

#### Lean



Leaning allows you to shift the camera to Agent 47's right or left. This is useful for times when you want to view something around a corner without stepping around the corner and exposing yourself.

#### Stealth Movements

Any movement you make while holding down the Sneak button is a stealth movement. Stealth movements are silent—you never have to worry about making any noise as long as you're pressing the Sneak button. Mastering these maneuvers is essential if you want to earn the Silent Assassin rating on each mission.





Even the squeak of a door's hinses is quieted if you hold down the Sneak button while opening the door. Open doors this way when you don't want occupants to hear you enter the room.



Stealth movements aren't practical for every situation—only for times when you don't want anybody to notice your presence. Because stealth movements make you look suspicious, guards will move in to inspect you if they catch you slinking about.

#### Crouch



Hold the Sneak button to crouch. You crouch until you release the button. You're hardest to detect when crouching—you neither move nor make noise of any kind. Crouching is your best tactic when you're about to be spotted by a guard.



#### Sneak



Sneaking is the quickest way to silently move. Your footfalls make no noise while sneaking, allowing you to slip behind or past an unwary guard. Sneaking is your primary method of movement when you don't want to make any sound.

#### Creep



Creeping is slower than sneaking, but you're harder to spot because you're crouched low to the ground. Creeping is useful when you need to move through a heavily-watched area undetected.

#### **Actions**

Here we go over the additional actions you can perform during missions.

#### Climb/Descend



You encounter ladders in nearly every mission. Move toward a ladder to make Agent 47 grab it, and continue moving to either climb or descend the ladder.

#### Quick Draw/Holster



The quick draw allows you to pull out the last weapon you picked up or equipped without having to root through your inventory. Pressing the same button again quickly holsters the weapon, concealing it if the weapon is small enough.



Keep all weapons hidden until the moment you require one-unless you're wearing a proper disguise, you blow your cover when you lurk about with a weapon in hand.

#### Situational Actions



Situational actions occur whenever you manipulate an item or object during a mission. Examples include opening doors, dragging bodies, activating switches, calling elevators, jumping between balconies, climbing through windows,

changing clothes, picking up items and equipment, and so on.

## C T I Q N

#### **Action List**

The Action List pops up near the Threat Meter whenever a situational action can be performed. Press the Action/Use button to carry out the deed. If you can execute more than one action from your current position, hold down the Action/Use button, highlight the action you want to perform, then release the button.

## Disguises



Disguises allow you to blend in to your surroundings. You can walk past guards and enter restricted areas when wearing the proper attire. Take advantage of disguises

to move more freely through guarded areas.



You can steal clothins off almost every male character in the same. Kill or Knock out a Person, then change clothes to disguise yourself. You cannot steal some

outfits, however-usually those belonging to Targets and VIPs.

You may need to switch between dissuises during the course of a mission. Sometimes one dissuise works for a while, but you may need a



different one to reach the next area. Keep an eye on the Threat Meter to determine when a disguise's usefulness has reached its end.



Look for disguises that are lying about; nearly every mission features at least one or two. These free disguises are preferred, as you

don't have to risk blowing your cover by engaging characters to get their clothes.



Free disguises aren't always an option, so you must sometimes take one from an individual. Use a Syringe to knock out the character

if you're trying for the Silent Assassin rating. Also, hide the body by dragging it to a secluded area. People who find a naked body will be on the lookout for a suspicious person wearing a disguise.

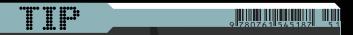
A disguise that doesn't cover your face is less likely to hold up under close scrutiny. If you're choosing between two similar disguises, Pick the



one that best conceals your identity.

#### Combat

Because Agent 47 is only one man, battling enemies is always your last resort. Matters can spin out of control, however, so you need to know how to handle yourself in any combat situation.



When playing to win the Silent Assassin rating, do not kill anybody other than the Target(s) your client is paying you to hit. Restart the mission if you blow your cover and a combat situation occurs.

#### Close Combat

Anybody can fire a gun, but it takes a trained assassin to get into close quarters with an enemy and effectively take him out. Put the following tips to use when using close combat weaponry.

#### Stealth Kills



Stealth kills are the way to go when you're attempting to earn the Silent Assassin rating. To perform a stealth kill, sneak up to an unwary Target with any close combat weapon, such as a Kitchen Knife or the Fiber Wire, without being seen or heard. You begin every

mission with the Fiber Wire in your inventory and are never required to drop the weapon, so a stealth kill is always an option.



Hold down the Attack button to ready your close combat weapon, then release it when you're standing near the victim. [Don't bump into the person or they'll notice you.] Releasing the Attack button executes the stealth kill—the victim is

silently murdered without the chance to call for help or fight back.





Some weapons, such as Syringes and the Fiber Wire, can only be used in the stealth kill fashion. Other close combat weapons, such as the Fire Poker, Kitchen Knife, and Meat Hook, can be used to attack a person from any

angle. It will often take several blows to kill somebody with a close combat weapon unless you execute a proper stealth kill.

#### Range Combat



When you use any weapon that isn't designed for close combat, you're engaged in range combat. This includes short-to-mediumrange shootouts as well as long distance kills with an accurate firearm, such as a sniper rifle.



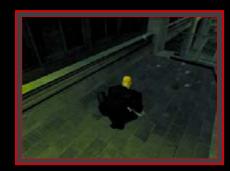
Maintaining accuracy while strafing to dodge enemy fire is no easy feat, especially when you're battling in an open environment. Avoid open ground and look for a sound defensive position when bullets whiz by.

For example, hiding inside a room and blasting at your enemies as they step through the doorway is effective, because you can keep your crosshairs trained on the doorway and kill each enemy before they get a solid lock on you. Use the surrounding environment to your



advantage to help you survive range combat situations.

#### **Sniper Tactics**



Using a sniper rifle is an important skill to learn. You can eliminate several Targets without being detected by using a sniper rifle from long range. Whenever you use a sniper rifle, aim for the Target's head to ensure a clean headshot kill.



Press the Attack button once while carrying a sniper rifle to switch to the scope view. You can zoom in on the Target at least once. (Some sniper rifles allow you to zoom in twice for an even better shot.)

Press the Attack button a second time to fire off a

round. Press the Draw/Holster button to exit the scope view.

The crosshair jiggles when you look through the sniper rifle's scope. This is a realistic effect—no sniper can hold the rifle perfectly still when taking aim. You can reduce the jiggle's severity by pressing the Sneak button to crouch, which steadies your hands to improve your accuracy.



#### Silent Kills

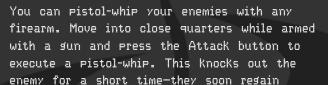
The sound of a gunshot is loud and will alert nearby guards, especially if the surrounding environment is peaceful. However, many weapons come equipped with a silencer—a clever device that connects to the barrel of a gun and reduces each



shot's sound. You don't need to worry about alerting nearby guards when you fire silenced bullets.

Most silenced weapons are of the pistol variety, which is nice because you can easily conceal them. However, pistols don't pack the same punch as larger weaponry, especially when they're hampered by a silencer. Land a headshot when you use a silenced pistol for a cleaner, quieter kill.





consciousness.

## Mission Briefings



#### Mission Briefing Menu

Mission briefings provide vital mission information, such as the name and description of the Target(s) you must assassinate, as well as all other objectives you need to complete to finish the mission. Read each mission's briefing, looking for clues to help you figure out how to best complete each objective.

The Mission Briefing Menu is updated when you complete an objective or find an item or object that provides additional mission details. Such items include letters, notes, and the like. Refer to the Mission Briefing Menu whenever you need to go over the objectives.





Familiarize yourself with a mission's details before you begin the assignment. A thorough understanding of the objectives is a great advantage during any operation.

## The In-Game Map



#### In-Game Map

The in-game map displays useful information. Bring up the in-game map when you want to check for patrolling guards, Points of Interest, the location of your Targets, your current location, and more.

The in-game map is difficulty-sensitive, meaning that the amount of information displayed on the map depends upon the difficulty level you choose.



#### Normal In-Game Map

When playing on Normal difficulty, the in-game map displays all available information in full detail. Refer to the map to note the location of each police officer, guard, civilian, and VIP, and to monitor their movements.



#### Expert In-Game Map

On Expert difficulty, the in-game map provides less information. It does not differentiate between police, guards, and civilians—all people other than Agent 47 and the Targets are displayed as civilians. This is still useful, especially after you become familiar with a mission.





#### Professional In-Game Map

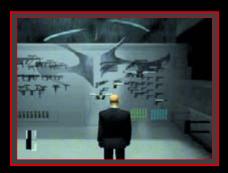
The in-game map displays minimal information when playing on Professional difficulty. Agent 47, Targets, and any VIPs involved in the mission are the only characters displayed. Police, enemies, and civilians are not displayed on the Professional difficulty in-game map, forcing you to rely on your skills in stealth and observation to avoid them.

## The Training Area



#### Main Menu

Choose **Training** from the Main Menu to access the Training Area. This is a great place to brush up on your skills before attempting to clear a real mission.



The central portion of the Training Area features several racks of assorted weapons. Most of the weapons are not present the first time you visit the Training Area, but are represented by silhouettes of each weapon. The real weapons appear as you

unlock them when playing through the game, and you can visit the Training Area to test each one.





For more information on unlocking standard weapons, refer to the Equipment section. Check out the Secrets section for details on all hidden weapons and tips on how to unlock each one.



Stock up on ammo and proceed through the south door to reach a combat training course. A total of 46 cardboard enemies pop out of windows as you move through the course. Practice your aim and reflexes by firing at each one until you rarely miss.

(You can collect ammo from spots on the ground if you're running low.) Your results are shown in a message that appears at the screen's top after you complete the short course.





Tweak the control options if you're having trouble hitting the Targets in the combat training course. You can adjust the horizontal and vertical turn sensitivity and also invert the up/down aim. Figure out what control setup works best for you and practice until you can move and shoot with finesse and accuracy.



Visit the area east of the starting point to practice using your sniper rifles.





Crouch while you aim with a sniper rifle to reduce the degree of crosshair Jiggle.



The area northwest of the starting point is a stealth training course. Here you can practice sneaking past guards without being detected. Run down the hall and pass the first couple of guards, then pick the lock on the far west door to enter the training course.



You're inside enemy territory after you pass through the locked door—this is a restricted area. You must now utilize stealth tactics to avoid the guards and navigate the course. Sneak down the hall toward the unsuspecting guard ahead.



The guard's back is exposed, so use a Syringe or the Fiber Wire to take him out silently, then change into his uniform to disguise yourself. Walk up the nearby stairs and enter the door at the top.





To see how long the effects of a Syringe last, use one on the unwary guard, then wait for him to wake.



Stride across the suspended walkway until you reach a gap, and the Action List appears. Choose to jump the gap to reach the walkway's other side, then pass through the door ahead.



Remember this tactic for use in future missions. Agent 47 is able to climb through windows and jump between balconies on several of his assignments.



Walk down the steps that follow and crouch when you reach the bottom.
Creep along the ground and past the short wall ahead to avoid being spotted by the guards on the other side.





As you creep beside the short wall, manipulate the camera angle to keep the nearby guards in your view. This is useful when sneaking around in future missions. It allows you to watch the guards closely to make sure they aren't watching you.

You're done after you creep past the short wall, so walk through the following door to complete the stealth training course. Nice work—you're on your way to becoming a Silent Assassin.



If you'd like, you can check out the central area of the stealth training course after you've finished training. Enter the middle doors and walk straight, passing through the double doors at the opposite end.





The central area of the stealth training course features a plywood structure ahead and a switch on the wall to your left. Pulling the switch shuts off the overhead lights.

Enter the plywood structure and jump through the windows ahead. You soon come to a small room with several shelves of bottles and plates. Shoot at them to create some noise, which alerts the nearby guards.

The guards don't come



after you—this is just a demonstration to show that loud, sudden noises will draw unwanted attention. Keep this in mind when playing through real missions to maximize your stealth skills.



# **WEAPONS AND EQUIPMENT**

As a Hitman, you deal in the business of death. This section provides information on the tools of your dark trade.

## **Unlocking Weapons**

In order to unlock a common weapon, you must obtain the weapon during a mission's course, then finish the job with the weapon on your person. Each time you complete a mission, all new weapons in your inventory are automatically unlocked and added to the Training Area and to your Weapons Cache.

Weapons that cannot be concealed are harder to collect without raising suspicions. A proper disguise can help you unlock these powerful arms. Take out a guard, dress in his uniform, and pick up his weapon. This is easiest to accomplish on Normal difficulty, as guards are less suspicious of you.





For information on how to unlock hidden and secret weapons, refer to the "Secrets" section of this guide.

## The Weapons Cache



Weapons Cache

Your unlocked weapons are stored in the Weapons Cache. This is a list of every weapon you've unlocked.

The Weapons Cache allows you to bring extra firepower into a mission—just choose from the list of weapons you've unlocked. However, you can only access your Weapons Cache when replaying a mission you've cleared. (You cannot bring extra weaponry into a brand-new mission.)





Selecting appropriate arms from the Weapons Cache gives you a big advantage in each mission you revisit. For example, if you're trying to earn the Silent Assassin rating, you can bring silenced firearms into the mission to help you attain your goal.

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Close-combat weapons cannot be unlocked or stored in your Weapons Cache.

#### Close-Combat Weapons

Close-range arms are some of the most effective and lethal weapons in the game. Some close-combat weapons are more practical than others, and we go over each one in this section.

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Check out this suide's "Training" section to learn how to handle close-combat weapons like a pro.

#### **Bolt Gun**



- >>> Where is it? In a walk-in freezer on the first floor of the slaughterhouse in Mission 2: The Meat King's Party.
- >>> **How do you use it?** You must sneak up behind people and execute a silent steath kill.
- >>> Two-Handed? No. >>> Concealable? Yes.
- >>> Is it discovered during a frisk? Yes.

#### Chinese Sword



- >>> Where is it? Lee Hong carries one in Mission 11: Lee Hong Assassination.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> Two-Handed? Yes.
- >>> Concealable? No.

#### **Fiber Wire**

- >>> Where is it? You begin every mission with the Fiber Wire in your inventory.
- >>> How do you use it? You must sneak up behind people and execute a silent stealth kill.
- >>> Two-Handed? Yes.
- >>> Concealable? Yes.
- >>> Is it discovered during a frisk? No.

#### Fire Poker

- >>> Where is it?

  Near fireplaces.
- >>> How do you use it? You can either attack



- >>> Two-Handed? Yes.
- >>> Concealable? No.

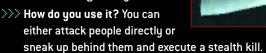
#### Kitchen Knife



- >>> Where is it? Kitchen Knives are common weapons in almost every level. Search kitchens.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> Two-Handed? No.
- >>> Concealable? Yes.
- >>> Is it discovered during a frisk? Yes.

#### Meat Cleaver

>>> Where is it? In the kitchen on the first floor of the slaughterhouse in Mission 2: The Meat King's Party.





- >>> Concealable? Yes.
- >>> Is it discovered during a frisk? Yes.

#### Meat Hook

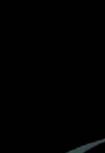
- >>> Where is it? In many areas on the first floor of the slaughterhouse in Mission 2:

  The Meat King's Party. You also begin Mission 2 with a Meat Hook in hand.
- >>> How do you use it? You can either attack people directly or sneak up behind them and execute a stealth kill.
- >>> Two-Handed? No.
- >>> Concealable? Yes.
- >>> Is it discovered during a frisk? Yes, but not if you're disguised as a butcher.

#### **Pool Cue**



- >>> Where is it? In several missions. Check barrooms and around pool tables.
  - >>> How do you use it? You can either attack people directly or sneak up behind them and execute a stealth kill.
  - >>> Two-Handed? Yes.
- >>> Concealable? No.





#### Shovel



- >>> Where is it? In Mission 4: Beldingford Manor. It's located in the center of the garden maze.
- >>> **How do you use it?** You can either attack people directly or sneak up behind them and execute a Stealth kill.
- >>> Two-Handed? Yes.
- >>> Concealable? No.

#### Stun Gun



- >>> Where is it? In Mission 1: Asylum Aftermath. The Asylum's staff carries Stun Guns. There is one outside the elevator doors on the Asylum's second floor.
- >>> How do you use it? You can attack a person from any angle with the Stun Gun. One shock will render the victim unconscious for a long time.
- >>> Two-Handed? No.
- >>> Concealable? Yes.
- >>> Is it discovered during a frisk? Yes.

#### **Syringe**



- >>> Where is it? You begin each mission with at least one Syringe. You can gather a large amount of them in Mission 1: Asylum Aftermath.
- >>> How do you use it? You must sneak up behind a person and execute a silent stealth kill. The victim is instantly knocked out and remains unconscious for a long time.
- >>> Two-Handed? No.
- >>> Concealable? Yes.









You begin each mission with a Syringe and the Fiber Wire. Hang on to these weapons-they're never found during any frisk search and they don't trigger metal detectors.

#### **Pistols**

Pistols are the most versatile firearms in the game because they're lethal and you can easily conceal them. Pistols come in four varieties:

- >>> Normal: A standard pistol.
- >>> Silenced: A normal pistol with a silencer attached. Reduces each shot's sound.
- >>> **Dual**: Two normal pistols, one held in each hand. Both guns fire when you press the Attack button. Incredible stopping power.
- >>> Silenced Dual: Two silenced pistols, one held in each hand. These are the best types of pistols in the game.





Never use a pair of pistols if you're trying to achieve the Silent Assassin rating. Dual pistols fire two rounds each time you press the Attack button, and you're only allowed to spend one silenced bullet on each target.

#### CZ 2000



The CZ 2000 is a small semi-automatic pistol. It's a common firearm that's in many missions, and is one of the weakest handguns in the game. The CZ 2000 has the advantage of a large clip capacity.

#### Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 15 rounds
- >>> Length: 18.5 centimeters
- >>> Weight: 780 grams
- >>> Concealable: Yes
- >>> Two-Handed: No

#### Weapon Variation:

>>> CZ 2000 Dual

#### **GK 17**

The GK 17 is a small semi-automatic pistol. It's a common firearm that's in several missions, and is weak when compared to the many other handguns in the game. However, the GK 17 has the largest clip capacity of the pistols.

#### Weapon Stats:

>>> Caliber: 9mm

>>> Clip Capacity: 17 rounds

>>> Length: 18.6 centimeters

>>> Weight: 625 grams

>>> Concealable: Yes

>>> Two-Handed: No

#### Weapon Variation:

>>> GK 17 Dual

#### **Gold Desert Eagle**

The Gold Desert Eagle is a powerful handgun with impressive stopping force. It's only on the body of Rutgert Van Leuven—one of your targets in Mission 5: Rendezvous in Rotterdam. Collect it after making the hit.

#### Weapon Stats:

>>> Caliber: Magnum

>>> Clip Capacity: 7 rounds

>>> Length: 26 centimeters

>>> Weight: 1.897 kilograms

>>> Concealable: Yes

>>> Two-Handed: No

#### Magnum 500



The Magnum 500 is a double action revolver. It's one of the most powerful pistols in the game, but you must reload it more often than any other handgun. Magnum 500s are common weapons in many missions.

#### Weapon Stats:

>>> Caliber: Magnum

>>> Clip Capacity: 5 rounds

>>> Length: 38.1 centimeters

>>> Concealable: Yes >>> Two-Handed: No

>>> Weight: 2.055 kilograms

#### Weapon Variation:

>>> Magnum 500 Dual

# SG220.S

The SG220 .S is a medium silenced pistol. Its 9mm caliber makes it one of the weakest silenced handguns in the game, but it's the most quiet. An SG220 .S is near or on a target—Franz Fuchs has one on his desk in Mission 7: Traditions of the Trade.



#### Weapon Stats:

>>> Caliber: 9mm

>>> Weight: 7.2 kilograms

>>> Clip Capacity: 7 rounds

>>> Concealable: Yes

>>> Length: 19.3 centimeters

>>> Two-Handed: No

#### Weapon Variation:

>>> SG220 .S Dual

#### Silverballer Dual



The Silverballer Dual is Agent 47's old standby. You begin every mission with the Silverballer Dual and the Silverballer Silenced (if you're playing on Normal difficulty). Silverballers are

powerful pistols with large clip capacities, making them the best handguns in the game.

#### Weapon Stats:

>>> Caliber: .45 ACP

>>> Weight: 1.076 kilograms

>>> Clip Capacity: 14 rounds (7 per gun) >>> Concealable: Yes

>>> Length: 21.6 centimeters

>>> Two-Handed: Yes

#### Weapon Variations:

>>> Silverballer Silenced

>>> Silverballer Silenced Dual

#### Submachine Guns

Submachine guns are crosses between pistols and assault rifles. They have the automatic fire of a rifle but are more compact and easier to carry. Some submachine guns are small enough to conceal, and a few come equipped with silencers.





Larger weapons, such as assault rifles, sniper rifles, and most submachine guns, cannot be secreted in your clothing. Grab a proper disguise or wait until you're escaping from a mission before adding larger firearms to your Weapons Cache.

#### Aug Submachine Gun



Use the Aug Submachine Gun against distant targets. Its long barrel makes it one of the most powerful and accurate submachine

#### Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 25 rounds
- >>> Length: 66.5 centimeters
- >>> Weight: 3.3 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

#### Micro Uzi

The Micro Uzi is the smallest submachine gun, and you can easily conceal it. However, the Micro Uzi also features the smallest ammo capacity at only 20 rounds per clip. This weapon is on guards, and is the only concealable submachine gun that comes in a silenced form.



#### Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 20 rounds
- >>> Length: 25 centimeters

#### **Weapon Variations:**

>>> Micro Uzi Silenced

- >>> Micro Uzi Dual
- >>> Weight: 1.5 kilograms
- >>> Concealable: Yes
- >>> Two-Handed: No

#### >>> Micro Uzi Silenced Dual

#### MP5 Submachine Gun

The MP5 Submachine Gun is a powerful fast-firing weapon that features the largest clip capacity of the submachine guns. Guards often choose to carry this weapon due to its power and versatility.



#### Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 30 rounds
- >>> Length: 66 centimeters
- >>> Weight: 2.88 kilograms
- >>> Concealable: No
- >>> Two-Handed: Yes

#### Weapon Variation:

>>> MP5 Silenced Submachine Gun

#### MP9 Submachine Gun

The MP9 Submachine Gun is the only one of its type you can conceal, except for the Micro Uzi. However, the MP9 is more accurate and features a larger clip capacity than the Micro Uzi, making it a superior weapon. You can take this versatile submachine

gun off the bodies of dead or unconscious guards.

#### Weapon Stats:

- >>> Caliber: 9mm
- >>> Clip Capacity: 25 rounds
- >>> Length: 55.6 centimeters
- >>> Weight: 3 kilograms
- >>> Concealable: Yes
- >>> Two-Handed: No

#### Shotguns

Shotguns fire shot—dozens of tiny pellets stuffed into a cylindrical shell—and are lethal when used at either close or medium distances. There's no way to silence a shotgun, so these firearms are only practical when you want to make a loud mess of things.

#### **Double-Barreled Shotgun**



The Double-barreled Shotgun is a mighty weapon. Its long barrels help it maintain a fair amount of accuracy over long distances. Both barrels are fired when you press the Attack button, so you cannot shoot one shell at a time. Grab the Double-barreled Shotgun in Mission 4: Beldingford Manor.

#### Weapon Stats:

>>> Caliber: 12 gauge

>>> Clip Capacity: 2 shells

>>> Length: 115.7 centimeters

>>> Weight: 3.2 kilograms

>>> Concealable: No

>>> Two-Handed: Yes

#### Sawed-Off Shotgun



Take a hacksaw to the Double-barreled Shotgun and you get the Sawed-off. The Sawed-off Shotgun's shortened barrels allow you to secret the weapon in your clothing. The downside is a reduction in accuracy when used from long range. You can collect this weapon from many different missions—in Mission 4: Beldingford Manor, Lord Winston Beldingford keeps his Sawed-off Shotgun close by.

#### Weapon Stats:

>>> Caliber: 12 gauge

>>> Clip Capacity: 2 shells

>>> Length: 65.4 centimeters

#### Weapon Variation:

>>> Sawed-off Shotgun Dual

>>> Weight: 2.8 kilograms

>>> Concealable: Yes

>>> Two-Handed: Yes

#### SPAS 12 Gauge Shotgun



The SPAS 12 Gauge Shotgun is the modern evolution of this class of weapon. Its fully-automatic, single-barrel

design and 8-shell capacity make the SPAS 12 Gauge the best shotgun in the game. While you can collect this weapon from the first mission, it's easiest to grab in Mission 7: Traditions of the Trade because it's inside a box of roses.

#### Weapon Stats:

>>> Caliber: 12 gauge

>>> Weight: 4.2 kilograms

>>> Clip Capacity: 8 shells

>>> Concealable: No

>>> Length: 93 centimeters

>>> Two-Handed: Yes

#### **Assault Rifles**

Assault rifles are lethal at any distance. They're fully-automatic weapons that feature large ammo capacities, but you cannot conceal assault rifles, forcing you to carry them in the open. When carrying an assault rifle, find a proper disguise so that you don't attract too much unwanted attention. Guards in later missions carry these types of weapons.

#### **AK 74**

The AK 74 features a longer barrel than the M4
Carbine, making it the most accurate assault
rifle. On the other hand, its rate of fire is slower
than the M4 Carbine, implying that this assault rifle was meant for
combat over longer distances.

#### Weapon Stats:

>>> Caliber: 5.56mm

>>> Weight: 3.3 kilograms

>>> Clip Capacity: 30 rounds

>>> Concealable: No

>>> Length: 94 centimeters

>>> Two-Handed: Yes

#### Weapon Variation:

>>> AK 74 Silenced



#### M4 Carbine



weapon in its class for mowing down a crowd of enemies.

#### Weapon Stats:

>>> Caliber: 5.56mm

>>> Clip Capacity: 30 rounds

>>> Length: 84 centimeters

#### Weapon Variation:

>>> M4 Carbine Silenced

## Machineguns M60 Light Machinegun



The M60 Light Machinegun is the only weapon in its class. It's one of the deadliest firearms in

the game due to its high ammo capacity and fast rate of fire. It takes seconds to reload and can mow down a crowd of enemies. This mighty weapon is only found in the restaurant's basement in Mission 11: Lee Hong Assassination.

#### Weapon Stats:

>>> Caliber: 7.62mm NATO

>>> Weight: 10.5 kilograms

>>> Weight: 2.54 kilograms

>>> Concealable: No

>>> Two-Handed: Yes

>>> Clip Capacity: 100 rounds

>>> Concealable: No

>>> Length: 110 centimeters

>>> Two-Handed: Yes

#### <u>Sni</u>per Rifles

Sniper rifles allow you to take careful aim at a distant target and eliminate it from a safe position. Every sniper rifle features a powerful scope to help you sight the perfect shot. Refer to the Training section of this guide for tips on how to use any sniper rifle.

#### Dragunov

The Dragunov is a

modern semi-automatic sniper rifle. It's

accurate and is the lightest of the sniper rifles. You can zoom in twice with its powerful scope, which also offers a generous field of vision.

#### Weapon Stats:

>>> Caliber: 7.62mm

>>> Weight: 4.31 kilograms

>>> Clip Capacity: 10 rounds

>>> Length: 125.5 centimeters

>>> Concealable: No >>> Two-Handed: Yes

#### Enforcer



The Enforcer is an outdated bolt action sniper rifle. Its weak scope only allows

you to zoom in once, and the field of vision is limited. You can obtain the Enforcer sniper rifle in the game's first mission.

#### Weapon Stats:

>>> Caliber: 7.62mm NATO

>>> Weight: 4.75 kilograms

>>> Clip Capacity: 10 rounds

>>> Concealable: No

>>> Length: 120.5 centimeters

>>> Two-Handed: Yes

#### **PGM Sniper Rifle**



sniper rifle. It's deadly accurate, and its large scope lets you zoom in twice for a clean kill while providing you a decent view of your surroundings. The silenced version of the PGM is one of the best sniper rifles in the game.

#### Weapon Stats:

>>> Caliber: .338

>>> Weight: 6.6 kilograms

>>> Clip Capacity: 10 rounds >>> Concealable: No >>> Two-Handed: Yes

>>> Length: 129 centimeters

#### Weapon Variation:

>>> PGM Sniper Rifle Silenced

#### **R93 Sniper Rifle**



The R93 Sniper Rifle is modern and features a highly unusual design. The rifle's scope

doesn't provide the best field of vision, but you can zoom in twice for accurate shooting over long distances.

#### Weapon Stats:

>>> Caliber: 7.62mm NATO

>>> Weight: 4.8 kilograms

>>> Clip Capacity: 5 rounds

>>> Concealable: No

>>> Length: 119 centimeters

>>> Two-Handed: Yes

#### W2000 Sniper Rifle



designed and constructed for snipers—no component of the rifle was taken from a preexisting weapon. Its compact size, accuracy, double-zoom scope, and custom silencer make the W2000 a professional's first choice.

#### Weapon Stats:

>>> Caliber: 7.62mm NATO

>>> Clip Capacity: 6 rounds

>>> Length: 90.5 centimeters

>>> Weight: 8.31 kilograms

>>> Concealable: No

>>> Two-Handed: Yes

#### Other Equipment

Here are the other items you use during several missions:

#### Binoculars



The Binoculars allow you to view distant people and objects from a safe location. You can zoom in with the Binoculars if the object you're viewing is far away. This

useful piece of equipment will help you during each mission's reconnaissance phase.

#### **Bombs**



There are two types of Bombs—those detonated by a Bomb Remote and those that aren't. You must plant Bombs on a vehicle before you can detonate them.



After you plant a Bomb, you may use the Bomb Remote to detonate the explosive. If the Bomb isn't controlled by a Bomb Remote, the explosion occurs when somebody turns the key to start the vehicle.

A Bomb is capable of taking out bystanders if detonated at the wrong moment—you forfeit the Silent Assassin rating if this happens.



#### Keys



When you're unable to pick a door's lock, you need to locate a Key that will open the door for you. Keys come in all shapes and sizes, from Car Keys to Keycards. Each one is important, so collect every Key you see.

#### Lockpick



Agent 47's Lockpick grants him access to many restricted areas. Approach a locked door and choose to pick the lock when nobody's paying attention. Some locks cannot be picked—you

need to find some other way to open these specially-locked doors.

#### **Night Vision Goggles**



The Night Vision Goggles (NVG) allow you to see clearly when lighting is minimal. Use them to help you navigate dark areas where the path is difficult to see. The only drawback to the Night Vision Goggles is that they limit your field of

vision, so use them only when necessary.

#### **Sniper Suitcase**



You begin several missions with the Sniper Suitcase in hand. This device looks like a briefcase, but inside is a tool—a deadly sniper rifle.

Agent 47 must spend a few moments opening the Sniper Suitcase and assembling its sniper rifle before the weapon can be used. Don't let anybody see what you're up to.





# **MISSION 1: ASYLUM AFTERMATH**

The first mission of Hitman: Contracts picks up where Hitman: Codename 47 left off—you killed Professor Ortmeyer in the sanitarium's basement and must now make your escape. Get out of the sanitarium, while avoiding police forces and sanitarium staff, then make it to the getaway car parked outside. Sanitarium staff and police will attack you if you don't avoid them.

# Mission Objective >>> Escape from the Sanitarium

#### Mission Information

Escaping the sanitarium won't be easy. You've got to reach the car parked outside the front entrance to get away, but the grounds are crawling with police.

The police storm the building and kill any sanitarium staff they encounter in their search for their primary target—you. Stay out of their way while they prepare to evacuate patients. You won't be confronted by the police if you disguise yourself as a facility patient or as a SWAT team member.

#### **Enemies**



Police

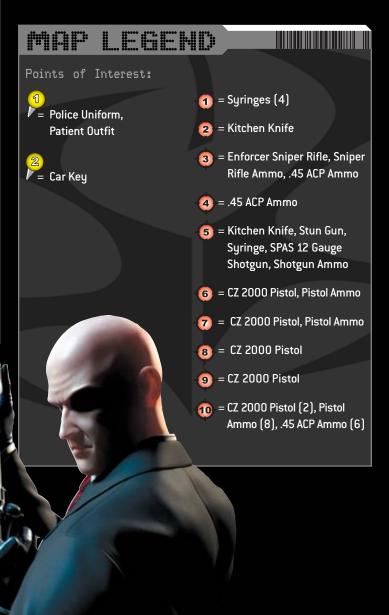


Sanitarium Staff

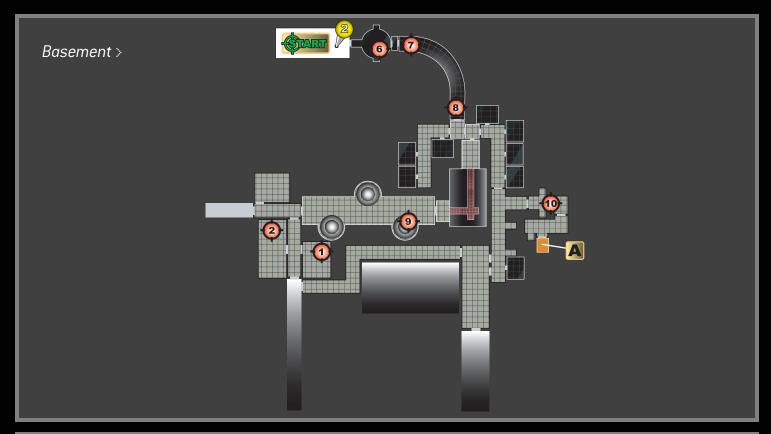
#### Civilian

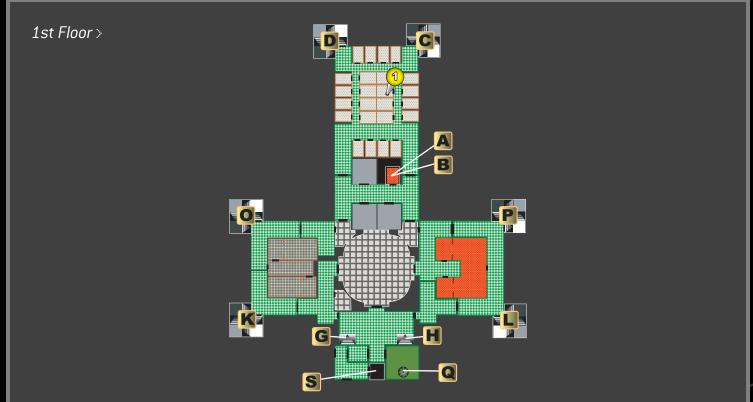


Sanitarium Patient

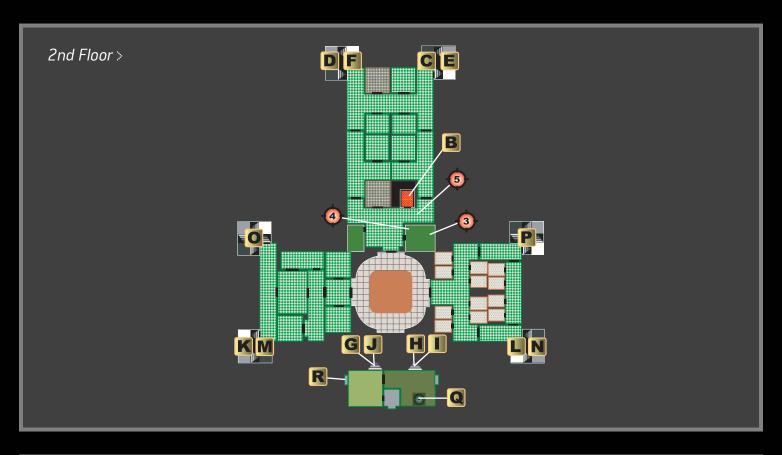


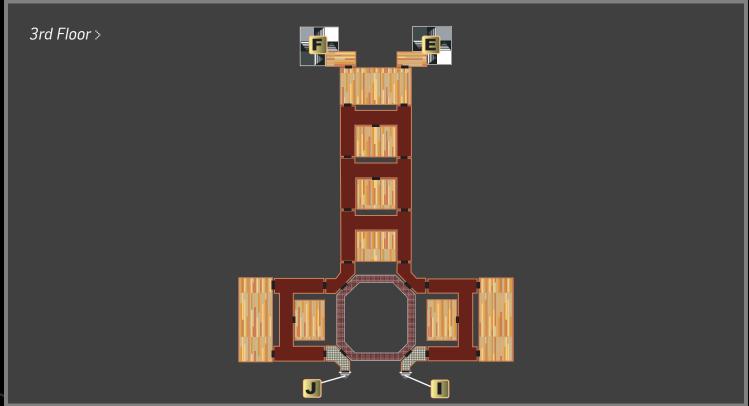
# Maps



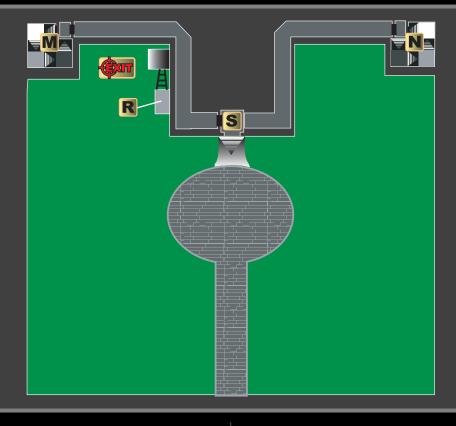








### Outside >



# The Silent Assassin's Path

You begin in a white, hazy room in the basement of the sanitarium. Professor Ortmeyer's body lies on the floor nearby. Pick up the Car Key from Ortmeyer's corpse, then head for the door and go through the sanitarium's basement.





The in-same map is an invaluable tool. Use it to navisate complex areas and to plot your course through each environment. For this mission, a line appears on the Basement map to help suide you to the elevator.



Proceed through the dimly lit hallways to get to the elevator. Corpses of 47's clones litter the floor. You can collect CZ 2000 pistols and assorted pistol ammunition from many of these bodies.

The mental patients in the basement of the sanitarium hardly notice you, so run through this area.





Stop in the small room at the basement's west end, which is highlighted by a Point of Interest icon on this guide's map. There are a number of Syringes on top of a small table in this room. Pick them up, conceal them, and continue toward the elevator.





The Syringe is the Silent Assassin's best friend. When used with skill, Syringes silently knock out enemies and civilians without killing them. Use Syringes to remove human obstacles from your Path while maintaining your Silent Assassin rating.



Stand in front of the elevator and press the call button. Enter when the doors open and take the elevator to the second floor.

The police raid the first and second floors of the sanitarium as you enter the elevator. They inadvertently assist you by killing any sanitarium staff they encounter, but you are their primary target.



Step out of the elevator when you reach the second floor. Turn left and walk over to the nearby corpse of a police officer. Take his clothing and pick up his SPAS 12 Gauge shotgun along with the Shotgun Ammo.







You can carry weapons around as long as you're wearing an appropriate disguise. The SPAS 12 Gauge shotgun cannot be concealed, but your police uniform allows you to carry the firearm without raising suspicions.



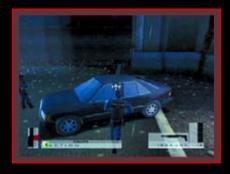
You can easily escape from the sanitarium in your new guise. Walk south from the elevator and pass through a set of double doors. Continue moving south until you come to a staircase.

Turn left and walk down the stairs. Stride past the team of SWAT police stationed at the bottom of the staircase, then enter the west set of double doors just behind the police officers.





Proceed through the next few rooms until you exit the sanitarium through its front doors. (Avoid the lone police officer who patrols these rooms and keep walking to maintain your cover.)



Turn right once you've exited the sanitarium and stroll over to the nearby escape car, which is marked as the Exit point on the map. Enter the vehicle to make your escape.

Not bad for your first mission; you've escaped the sanitarium without being detected and have earned the Silent Assassin rating. You're awarded the CZ 2000 Dual pistols, which are stored in your weapons cache for use on any mission you choose to replay.

## **Optional Tactics**

Here are some optional tactics you may want to employ during this mission.

### The Mental Patient's Path

There's another way to escape from the sanitarium, but it's a lot more difficult than the above strategy. If you're really good, you can still earn the Silent Assassin rating by following this optional approach.



Step out of the elevator when you reach the second level. Dead bodies lie heaped on the floor in front of the elevator doors. Stand near one of the expired patients and take his clothes so you can disguise yourself as a sanitarium inmate and slip

past the police without being attacked. You can also pick up the Stun Gun and Kitchen Knife here and conceal them before moving on.



You're in disguise and ready to make the daring escape. Exit the room, turn left, and walk through the double doors into a large, circular chamber.



Walk left and exit through the double doors on the east side.



Look for a patient who's walking around the halls and talk to him. He begs for a Syringe, which he believes will calm his nerves. You hand him one, and he gives you ammunition in return.

Follow the patient after speaking with him, but don't get too close. He walks down some steps, heading to the building's heavily-guarded front entrance on the first floor.





Pause on the steps as the patient approaches the police near the entrance. One of the officers tells him to enter the lab behind them and wait there for further instructions.

It's your turn. Walk down the steps past the police. One of the officers orders you to the lab. Turn left past the police and enter the double doors.





The police are using the small lab as a holding room for the surviving patients of the sanitarium. Only one guard watches over the lab, and he periodically climbs the spiral staircase to patrol the two rooms above. Sneak past this guard to make your escape.





If you're playing on Normal or Expert difficulty, you can see the patrol route the guard follows by using the in-game map. Wait until he climbs halfway up the spiral staircase, then sneak up the stairs and follow him through the first room and into the next.



The rooms above the lab feature several windows. The police outside the building are shining spotlights through the windows, watching for any suspicious activity. Keep an eye on your Threat Meter as you sneak up the staircase and through the rooms. Pause whenever the meter makes a sudden or drastic jump.



Sneak into the west room behind the guard and move to the closet door. Pick the lock and slip into the dark closet before the guard turns to exit the room. You don't have any time to waste, so move quickly and silently.



You can also knock out the suard if you have a spare Syringe. Sneak up to the suard when his back is turned and use the Syringe to knock him out cold.



After the guard leaves, exit the closet and leave the building through the window in this room. Sneak up to the window, open it, and sneak onto the balcony.



The police outside are watching the building. They expect you to try to escape, and constantly scan all possible exits with roving spotlights. Move with stealth to reduce your chances of being detected. Stop moving and remain crouched if a spotlight comes close to you.



Creep toward the side of the balcony until you reach a ladder. Climb down the ladder to reach the ground.

You're close to the getaway car. Avoid the guard keeping watch over the vehicle. Use the in-game map to view the guard's patrol route and make your move at the right moment.





Sneak up to the car and jump in when you're close enough.

Well done—you escaped the sanitarium without being detected.

## **Balcony Sniper**



The Enforcer sniper rifle is inside a cabinet in the small room south of the elevator on the second floor. Open the cabinet and collect the sniper rifle along with its ammo.



The door leads outside to a third floor balcony that runs along the building's front.
You can easily pick off police forces in the courtyard below from up here.





Like other types of large-sized weaponry, sniper rifles cannot be hidden in clothing and must be carried around in the open. This attracts unwanted attention, so stay out of sight by using stealth tactics and the in-game map. It's always better to drop the weapon and walk away if you're about to be spotted.

With the sniper rifle in hand, move toward the southwest side of the sanitarium's second floor. Climb the steps here to reach the door at the top.



Remember: You can't earn the Silent Assassin rating if you kill anyone other than your targets, or if you fire more than one silenced bullet per target. Since you don't have a target for this mission, firing even one bullet ruins your chances of attaining the Silent Assassin rating.

Another option from the balcony is to take out one of the spotlights. Aim at the spotlight coming from the police van parked on the west side of the courtyard. Kill the light with a single shot, then crouch and creep inside. Your escape will be easier with one spotlight out.





# **MISSION 2: THE MEAT KING'S PARTY**

The self-proclaimed "Meat King," Campbell Sturrock, runs Romania's largest meat-packing facility. He was recently charged with the abduction and possible murder of a young woman. Sturrock's lawyer, Andrei Puscus, got the case thrown out of court on a few technicalities (and with the help of some well-placed bribes). The Meat King is having a party this evening to celebrate his courtroom victory.

The woman Sturrock kidnapped is your client's daughter. Your client wants both the Meat King and his lawyer killed, and the girl returned home. Assassinate both men, rescue the client's daughter, and then escape the meat plant to complete the mission.

## Mission Objectives

- >>> Assassinate "Meat King" Campbell Sturrock
- >>> Assassinate Lawyer Andrei Puscus
- >>> Rescue the Client's Daughter
- >>> Escape the Compound

### Mission Information

The Meat King's party is an ideal setting for what you need to accomplish. The high number of guests and staff at the celebration provide you with the perfect cover.

Security is tight at the meat plant, but nobody's expecting anything to go awry. It's a party and there's a carefree atmosphere, so you can run past guards without raising much suspicion. This allows you to move quickly through the slaughterhouse, and shifts your focus from stealth tactics to deception. Take advantage of disguises, do the job, and get out before the guards catch on.

Rescuing the client's daughter is your primary concern—she could be killed at any moment and may already be dead. Don't worry about your targets until you've discovered the girl's fate.

## **Targets**



Lawyer Andrei Puscus



"Meat King" Campbell Sturrock

### **Enemies**



Guard



Meat King's Brother

## Civilians



Butcher



Female Partier



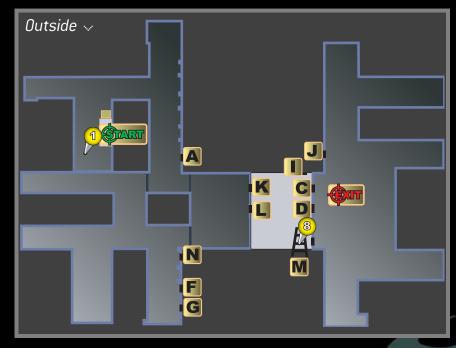
Male Partier



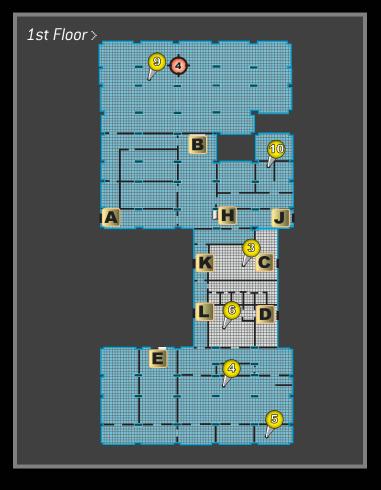
Opium Waiter

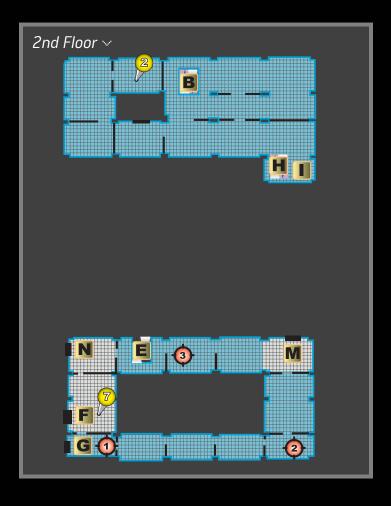


# Maps









## The Silent Assassin's Path

You begin the mission inside a meat truck. You've just knocked out one of Sturrock's butchers, and his unconscious body lies at your feet. Drop all of your weapons except for the Syringe and the Fiber Wire, then change into the butcher's clothing to disguise yourself.



You cannot enter the party unless you're in disguise. The guards deny you access and will open fire if you ignore their warnings.



Exit the truck and walk around to its left side.
Press the glowing red button on the truck's side to close its back doors and lock the unconscious butcher inside.

If you don't close the truck's doors, the butcher soon wakes up and alerts the guards.

### **MISSION 2: THE MEAT KING'S PARTY**



Run past the truck and around the corner of the building, and then follow the street around the next corner. Keep running toward the entrance to the Meat King's celebration party.

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The guard stops you and pats you down before allowing you to pass. Only the Syringe and the Fiber Wire go unnoticed during the frisk.

You can take the butcher's Meat Hook into the Party, but there's no need to do so.



Run up the steps and through the door to enter Sturrock's slaughterhouse. Make a sharp left turn once inside and run down the hall, passing through the double doors ahead.



Follow the trail of blood to locate a staircase that leads up to the north half of the second floor. Sprint upstairs.



Turn right and pass through the double doors at the top of the stairs. Stop in the small room and bring up the in-game map. Check the location of the lone enemy patrolling the next couple of rooms ahead. Wait until the enemy exits the north

room, passes through the middle room, and then enters the south room before moving through the next set of double doors.

You can't see the enemy on the in-game map if you're playing on Professional difficulty. Instead, look through the double doors' keyhole and wait for the enemy—the Meat King's brother—to walk past. Wait a few moments longer before entering the next



room to ensure that the enemy has moved away.



Hurry into the room when it's clear. Turn right and enter the north set of double doors.



A ghastly sight awaits you on the other side of the doors. You've found the client's daughter, but she's already been murdered. Pick up the Murder Proof—one of the girl's severed arms—then hurry and retrace your steps back down to the first floor.



### Assassinating the Lawyer



After you're downstairs, run forward and turn left before hitting the wall. Proceed east and then dash through the south set of double doors.

Turn right through the doors and run down the hall. Pass through another set of double doors, then enter the next pair of doors on your left.



The locker room you enter is marked with a Point of Interest icon on the map. A free opium waiter disguise sits on a bench. Change into the clothes and then bolt out of the locker room through the east door.





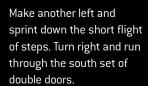
Only one opium waiter is allowed at the Meat King's party, and you're not him. The real opium waiter soon enters the locker room, and your cover is blown if he catches sight of you. Avoid the real opium waiter at all costs while wearing his attire.



You are outside after leaving the locker room. Run south and then enter the double doors on your right.



Pass through the next few sets of double doors to reach the kitchen. Turn left and exit the kitchen through its south door.





You come to a large, open party area. Many guests are enjoying the Meat King's hospitality, and the music is loud. Make a sharp right turn and run over to the bar. Pick up one of the Opium Pipes from the counter.





Bring up the in-game map to see that one of your targets—the Meat King's lawyer, Andrei Puscus—is in a small, curtained-off room to the southeast. Walk through the red curtain and into the room.

### **MISSION 2: THE MEAT KING'S PARTY**

## 

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Only the opium waiter is allowed to enter the curtained rooms. Entering in any other guise blows your cover.



The lawyer is resting on a bed, waiting to be served by you. Step over to him and place the Opium Pipe on the end table next to his bed, then take a few steps back and watch.



Puscus leans over, grabs the Opium Pipe, and takes a long pull. He exhales, sets the pipe down on the table, and then slumps down onto the bed unconscious.



Remain motionless until you see the lawyer pass out. Step over to him, take his VIP Invitation, and pick up his Silverballer Silenced pistol. Use the silenced pistol to shoot the unconscious lawyer in the head, instantly killing him.

### Assassinating the Meat King



Conceal the lawyer's handgun and then walk out of the room. Run forward and pass through the double doors ahead.



Run west down the following hallway and stop in front of the second set of double doors on your right. Look through the keyhole and wait for the real opium waiter to walk through the double doors directly ahead in the next hall.

The opium waiter turns before reaching you and enters the kitchen.
Continue to look through the keyhole until you see the kitchen door close, then move through the double doors.



Return to the locker room and put on the butcher's clothes you left there. You no longer need to worry about being spotted by the opium waiter.





Backtrack out of the locker room, then head south and enter the kitchen. Wait in the kitchen a few moments until a butcher enters carrying an empty plate.



The butcher sets the plate down and begins chopping meat. Continue to wait until he sets a whole chicken on the plate. The butcher then orders you to bring the meal up to the Meat King, Campbell Sturrock.





Pick up the Chicken Plate. A message tells you that the chicken looks big enough to be stuffed with something. Exit the kitchen the way you came in.



Drop the Chicken Plate in the hall outside the kitchen. Equip the Silverballer Silenced pistol. With the pistol in hand and the Chicken Plate on the ground, you have the option to place the pistol inside the chicken. Do so, and then drop any other

weapons except the Syringe and the Fiber Wire—you're about to hit a security checkpoint.

With the pistol concealed inside the Chicken Plate, run south down the hall and pass through the next couple sets of double doors to return to the party area.



## 



Pressing the Action button pulls your pistol out of the chicken, so be careful not to press the button at the wrong moment or you risk blowing your cover.



Keep moving south until you pass through an archway. Turn right and sprint west down the long hall.



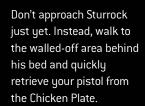
Enter the double doors at the hallway's west end. Run north through the next room, and make for the staircase that ascends to the south half of the second floor.



You're frisked for weapons by the guard at the top of the stairs, so make sure you aren't carrying anything except the Syringe and the Fiber Wire. (The guard won't find the pistol you placed inside the chicken.)



Wait until the guard's curiosity has been satisfied, then turn right and enter the door ahead. You can see the Meat King sitting on his bed through the window in the outer room. Enter the Meat King's chamber through the door.







Now walk over to the Meat King. He becomes excited at the sight of fresh chicken and orders his two bedfellows to leave him to his meal. Move over to the glowing button on the wall near Sturrock's bed, and activate it to pull down the room's curtains.



Turn around and watch as both women leave the room. After they've both left and the door has closed, move over to Sturrock and hand him the Chicken Plate.



Sturrock accepts the meal with glee.



Pull out the Silverballer Silenced pistol as soon as the Meat King turns his attention to his meal. Quickly take aim and shoot Sturrock in the head.



Now all that's left is the escape. Drop the empty plate on the ground inside Sturrock's room, conceal your pistol, and dash out the door. Retrace your steps to the kitchen where you received the Chicken Plate.



Inside the kitchen, pass through the east set of double doors. Pass through the next two sets of double doors to go outside.



The large truck in front of you is your exit point. Run to the driver's side door of the truck to conclude the mission with a Silent Assassin rating.

Excellent job; you took advantage of the situation and accomplished all of your objectives without

blowing your cover or using gratuitous force. You're awarded the powerful and concealable Micro Uzi Dual submachine guns.

### **Optional Tactics**

This mission features several unique optional tactics. Try them out after capturing the Silent Assassin rating.

### Skylight Murderer

There's an alternate way to assassinate the Meat King. Follow the steps outlined in the above strategy until you reach the point where you've just assassinated the lawyer, Andrei Puscus.



Pick up the Opium Pipe before you leave the lawyer's room. Head to the small room east of the kitchen.

Remember: Don't let the real opium waiter see you while you're wearing his outfit or your cover will be blown.

Inside the small room, drop your weapons, including the lawyer's Silverballer Silenced pistol. You'll come back for the pistol shortly.





Head to Sturrock's chamber with the Opium Pipe in hand. Pass through the security checkpoint and then enter the Meat King's room.



Walk to Sturrock's bed and wait until one of his female companions stands up and greets you. Drop the Opium Pipe on the floor near the bed and then press the button on the wall to lower the room's curtains.



The two women enjoy the Opium Pipe and soon pass out. Exit the room through the west set of double doors to step onto an outside balcony.



You see a guard on the balcony to the south. Wait for the guard to walk inside, then jump across to the balcony he was just standing on.

Crouch, equip a Syringe, then silently open the balcony door. The guard is standing near the door with his back to you. Plunge the Syringe into his neck to knock him out.





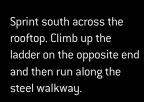
Take the guard's clothes and his CZ 2000 pistol. Conceal the weapon before reentering the Meat King's room. Pass through Sturrock's chamber and run downstairs to the small room off the kitchen, where you stashed the Silverballer Silenced pistol a short time ago.



Collect the pistol and hide it in your clothing.
Backtrack out of the kitchen, then turn right and run north up the hall.



Proceed to the stairs that lead up to the northern half of the second floor. When you're on the second level, go to the roof through the southeastern door.







You eventually come to a skylight window. Open the window and look down to see the Meat King and his two bedfellows. The women are still unconscious from the effects of the Opium Pipe.

### **MISSION 2: THE MEAT KING'S PARTY**



Pull out the Silverballer Silenced pistol and switch to first-person view. Take careful aim at the Meat King's melon and kill him with a clean headshot. (Stand when you fire, or the bullet may ricochet off the skylight's base.)

Your escape route is even shorter from up here.
Backtrack along the steel walkway and climb down the ladder. Run east off the rooftop and onto the top of your getaway truck's trailer. Step onto the truck's cab and then down onto the ground below to finish the mission with a Silent Assassin rating.



### **Meat Hook Action**

The entire northern section of the slaughterhouse's first floor is a large meat-packing area. Several slabs of beef hang from hooks that are attached to a motorized rail. You can use this rail to hide dead bodies.



Start by heading into the large meat-packing room, then sneak up behind one of the working butchers. Use the Meat Hook or Fiber Wire to silently kill the butcher from behind, and then drag his corpse onto the steel platform on the far west side of the room.



Stand near the control panel on the steel platform's center, and wait for an empty hook to pass on the motorized rail. Use the control panel to stop the rail as a free hook approaches.

Drag the butcher's body close to the empty hook. An option appears in the Action List, allowing you to hang the butcher on the hook. Do so and then start the rail moving again.





Hanging dead bodies on the rail is not only amusing, it's also useful. Strangely, no one takes any notice of a body that's hung up and moving along the motorized rail. This is a devious way to conceal the bodies of those you kill during the mission.

### **Bolt Gun Fun**

The Bolt Gun is a lethal close-combat weapon that can be used only in a stealth-kill fashion. Just one jolt is enough to kill a fully grown cow, so it's always fatal when used against another human being. This is the only mission where the Bolt Gun can be found and used, so take advantage of this unique weapon.



To locate the Bolt Gun, head east down the hallway when you first enter the slaughterhouse. Continue moving east past the narrow staircase.

Turn left and move through the gap in the north wall. Enter the double doors ahead to reach the walk-in freezer area.





The Bolt Gun sits atop a metal tray in the corner of the walk-in freezer to the left. Collect the weapon and then see how much trouble you can get into with it.



# **MISSION 3: THE BJARKHOV BOMB**

A rare opportunity has presented itself. Fabian Fuchs, a well-known terrorist, is going to meet with weapons dealer Commander Sergei Bjarkhov for the first time. The clandestine meeting will take place at Commander Bjarkhov's marine base in Kamchatka, Siberia.

Fuchs is planning to purchase a dirty bomb from Commander Bjarkhov, who has turned one of his submarines into a covert dirty bomb production facility. The large submarine is docked near Bjarkhov's personal transport ship at his fortified marine base.

Your client is paying top dollar to have you infiltrate the base, assassinate both men, and destroy the submarine where the dirty bombs are made.

The agency has a man, codenamed "Yurishka," already stationed at the base, who can provide more information after you arrive. Your codename for this assignment is Mr. Byrd.

## Mission Objectives

- >>> Assassinate Fabian Fuchs
- >>> Assassinate Commander Bjarkhov
- >>> Destroy Dirty Bomb Production Capability
- >>> Escape via Cargo Plane

### **Mission Information**

This level is split into two main areas: the airport and the marine base. (Both areas are under Bjarkhov's command.) You arrive as a stowaway on the same cargo plane that brought Fabian Fuchs to Siberia, so you begin at the airport. The airport features a small train that runs through a tunnel—this train is your only means of reaching the marine base, where both Commander Bjarkhov and the dirty bomb production sub are.

Siberia's harsh weather makes your mission easier—the driving snowstorm makes it difficult for guards to see and hear you. Speed, stealth, and deception are of the highest priority during this operation, as Commander Bjarkhov's many soldiers are well-trained and armed to the teeth. Avoid confrontations.

## **Targets**



Fabian Fuchs



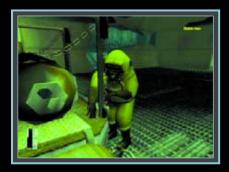
Commander Sergei Bjarkhov

### **Enemies**



Soldier

### Civilians



Bomb Worker



Worker

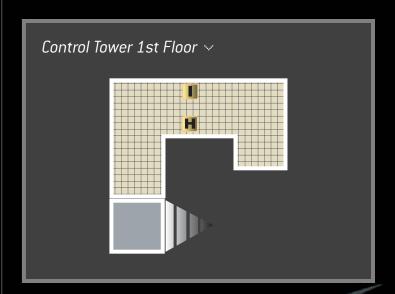


Yurishka

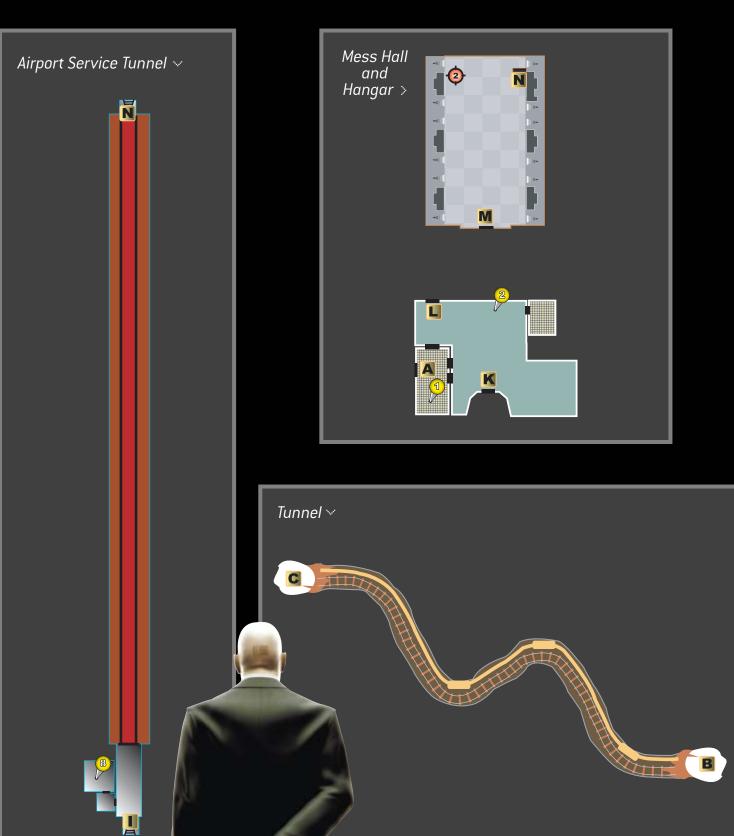
### Points of Interest: 1 V = Mess Hall Kitchen (Laxative, Soup, Yurishka) = Dirty Bomb Production 2 = Fire Poker Submarine = Guard's Office = Tunnel Train Storage Closet (Bombs [3], = Bombs (3) AK 74s [3]) 1 = Grocery Crates 5 V = Bjarkhov's Office (SG220 .S 2 = Dragunov Sniper Rifle Pistol, Master Key, AK 74) Radiation Suit/Bomb Worker Disguise

# Maps

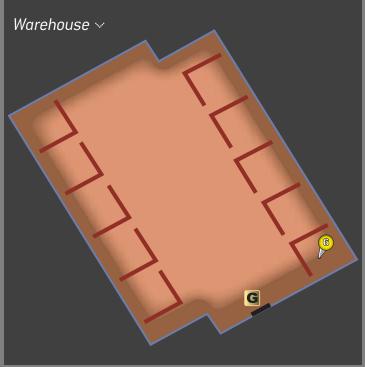


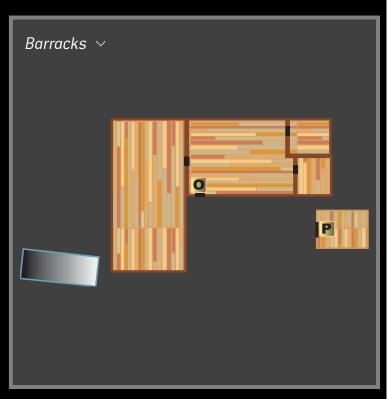


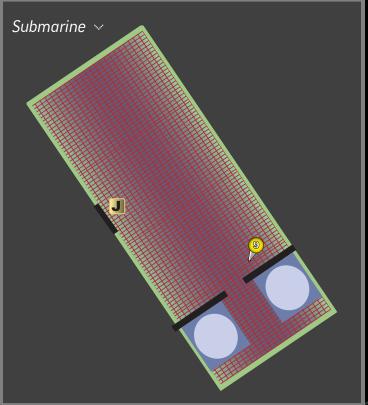


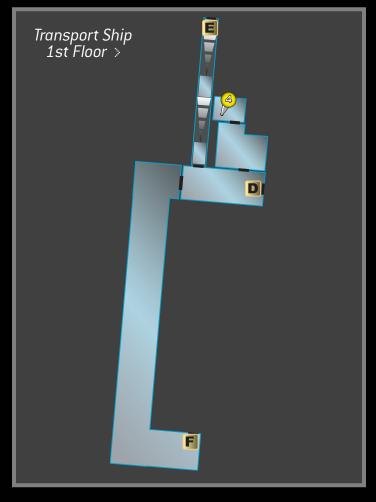












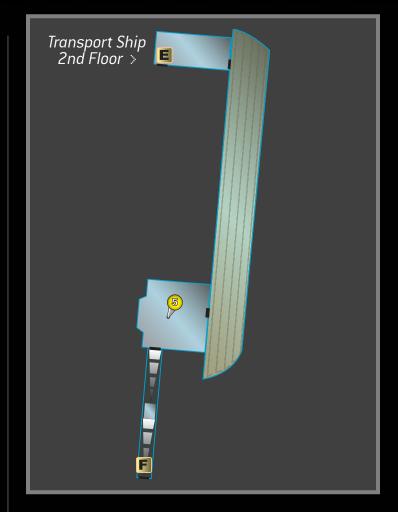
## The Silent Assassin's Path



You begin the mission inside the cargo plane that brought Fabian Fuchs to Kamchatka. Crouch to hide behind the large wooden wheel in front of you and wait until a worker walks up the ramp ahead and into the cargo plane.

The worker pauses before stooping to pick up one of the grocery crates inside the plane. Pull out your Syringe and wait until the worker turns to walk down the ramp.







Step out from your hiding spot and charge at the worker when he turns his back on you. The snowstorm's strong winds create enough noise that the worker won't hear you rush toward him.



Jab the worker with the Syringe after you're within range. If you're quick, you can knock him out before he reaches the middle of the ramp.

### **MISSION 3: THE BJARKHOV BOMB**

## 



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The worker will notice you if you bump into him, so stabbins him with the Syringe is a tricky maneuver. Restart the mission if you blow your cover while attempting to knock out the worker.



Drag the worker's unconscious body to the rear of the cargo plane. Stash the body behind the two large crates behind the starting point (as shown here). Take the worker's clothing to disguise yourself.



Pick up one of the grocery crates to complete your disguise if you like, but it's not mandatory.



You can exit the plane and move about the airport area after you're disguised as a worker. Exit the plane and run north to locate the mess hall, where Fabian Fuchs is about to enjoy a hot bowl of soup.

Workers can use the side entrance to reach the mess hall's kitchen, so you should too. Enter the kitchen and talk to the apron-wearing cook.





The cook is your contact, Yurishka. He tells you where the dirty bombs are being produced, and that it will take three simultaneously detonated Bombs to sink the production submarine.

Yurishka also says you can use some of Bjarkhov's

dirty bombs to sink the sub. He adds that you need a radiation suit to reach the sub, and says one can be found in the warehouse northwest of the submarine.



Talking to Yurishka is optional, so don't talk to him again after you know what he tells you. It's a time-consuming chat, and the worker you knocked out regains consciousness before too long....

### **Assassinating Fabian Fuchs**



After talking to your contact, step to the counter and pick up the small bottle of Laxative. Use the Laxative to poison the nearby pot of soup, which Fabian Fuchs soon will be sampling.



Make sure that Yurishka isn't walking into or out of the kitchen when you poison the soup with the Laxative, or the nearby guard may see you through the open door and catch you in the act.



Stroll into the mess hall's dining area after tainting the soup. You see a man in a thick yellow coat walk up to the serving table and ask for a bowl. That's your target, Fabian Fuchs. Don't get too close or he'll become suspicious.





Watch as Fuchs returns to his private table, where he awaits his bowl of soup. Yurishka appears with Fuchs's meal, and Fabian downs the entire bowl.



The Laxative works quickly—after a few moments, Fuchs becomes sick to his stomach. He gets up to head for the bathroom, clutching his gut.



Walk to the small fireplace when you see the Laxative take effect. Pick up the Fire Poker and enter the restroom.



Enter the restroom before Fuchs, or the nearby guard will become wary and follow you in.



Stand in the center stall and conceal the Fire Poker from Fabian's view as he enters the restroom and lurches to the far stall.



Wait for Fuchs to sit down on the toilet before you move to him. Attack the target with the Fire Poker until he's dead. (It takes two good swings.)



Fuchs is one of the few targets whose clothing you can steal. After you murder him, drop the Fire Poker, pick up his CZ 2000 pistol, and change into his clothes to disguise yourself.

## **Assassinating Commander Bjarkhov**



Exit the restroom to come face to face with a guard. The soldier is fooled by your disguise and, thinking that you're Fuchs, escorts you to the train that takes you to Commander Bjarkhov's marine base.

Follow the guard and don't stray too far or he'll stop and yell at you. However, don't get too close to him either or he may see through your disguise. Keep your Threat Meter in the black throughout the long walk to the train.





Walk onto the ramp and step onto the small train, then wait for your escort to board. Pull the lever to start the train, then travel through the tunnel to reach the marine base.

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### **MISSION 3: THE BJARKHOV BOMB**

## 

The escort soldier must ride with you through the tunnel; otherwise, your cover is blown before you reach the other side.

Step off the train when it stops and head south toward Commander Bjarkhov's transport ship. Keep your distance from the patrolling guards, and walk so you don't raise suspicions.



Two soldiers guard the entrance to the transport ship. One of them tells you that Bjarkhov is expecting you, and that you should take the second door on the right to meet him. Walk past the soldiers and enter the door ahead to reach the transport ship's first floor.





The soldier told you to use the second door on the right to reach Commander Bjarkhov, but you need to make a quick pickup first. Enter the first door on the right instead, then walk between the group of soldiers and enter the door behind them.



Several AK 74s and three Bombs rest on shelves inside the small storage room. Leave the AK 74s but take all three Bombs. Exit the storage room, then walk past the guards and through the door.

## 

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You could wait and grab three Bombs from inside the dirty bomb production submarine, but you receive an alert when you enter the sub, warning you of the high levels of nuclear radiation.

Walk up to the second door on the right—the one you were told to take. Drop all of your weapons except for the Fiber Wire, then enter the door and proceed up the stairs ahead. (You're about to hit a security checkpoint.)





Enter the door at the top of the stairs and you come to a small room on the transport ship's second floor. Pass through the room and exit via the only other door.

You're outside, standing on the transport ship's deck. Stroll ahead until a soldier stops you and searches you for weapons. Continue after the frisk search, and enter the first door on the right to reach Commander Bjarkhov's quarters.





Bjarkhov is pleased to meet you, saying he prefers to do business face-to-face. He offers you vodka, which you decline. (Removing your mask would blow your cover).





Commander Bjarkhov decides to pour himself a glass of vodka. Walk to the small table, following behind Bjarkhov as he prepares to pour his drink.



Bjarkhov turns to look at you before he picks up the bottle of vodka. Wait until he turns around again to pour his drink, then pull out the Fiber Wire and strangle him. (There's no need for stealth; stand behind Bjarkhov and wait until he's busy with his vodka.)



With Commander Bjarkhov killed, pick up his CZ 2000 pistol. Collect the SG220.S silenced pistol and the Master Key from his desk, then leave the room by the side door.

Run down the steps and through the long corridor beyond until you return to the transport ship's small entry hall, where you left your weapons earlier. Collect your arms, conceal them, then leave the transport ship and walk outside.

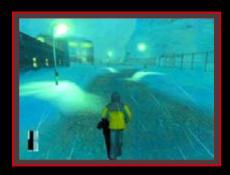


### **Bombing the Production Sub**



Stride between the two guards you talked to when you first entered the transport ship, then head north, retracing your steps toward the train. Your next destination is the warehouse where Yurishka said a radiation suit is. The warehouse is the building

in the northwest corner of the Marine Base Outside map.



It's a long walk to the warehouse, but you may run as long as no soldiers are about. Sprint north, then west to locate a wide path, then follow the path behind the barracks to reach the warehouse. [Keep an eye on your Threat Meter and walk if it spikes.]

Enter the warehouse, then turn right and enter the booth ahead. The radiation suit is on the ground inside the small booth. Change into the radiation suit, then exit the warehouse.





Head for the dirty bomb production submarine. Run southeast toward the submarine, keeping the massive tail of the nearby sunken sub to your left as you go.



Walk as you approach the soldiers who guard the submarine. Your new disguise is effective, but avoid making any sudden moves. Walk south after you reach the wooden walkway with the production sub to your left.

Climb down the ladder at the south end of the wooden walkway. Walk forward a short distance, hugging the side of the submarine until you see the Action List pop up. Make sure no guards are about before you choose to plant the first Bomb on the sub.



## 



The suard who patrols the wooden walkway will see you plant the first Bomb if he's standing near the ladder. Wait until he moves out of view before placing the bomb.

Circle around the submarine and stay close to it so you can easily tell where to plant the next two Bombs. (The Action List appears as you pass each of the sub's weak spots.)





After you plant all three Bombs, backtrack to the warehouse and ditch your radiation suit for Fabian Fuchs's stylish clothing. You need this outfit to return to the airport undetected.



Now retrace your steps to the train. (Walk whenever a soldier draws near.) Climb aboard and start the train to travel through the tunnel and return to the airport.



Check around to see the locations of each patrolling soldier as the train moves. Pull out the Bomb Remote when nobody's looking and detonate the Bombs you placed around the submarine.

The Bomb Remote's signal cuts out when you reach the halfway point through the tunnel. Blow the sub before traveling too far.



The Bombs work like a charm. The dirty bomb production submarine is damaged and sinks into the depths of the icy Siberian waters.

You've completed your objectives and are traveling toward the exit point at the cargo plane's rear. Proceed to the exit point without making any sudden moves to clear the mission with a Silent Assassin rating.



Excellent work; you've taken out two high-profile targets and crippled a dangerous dirty bomb production plant. For earning the Silent Assassin rating, you're awarded the mighty and versatile Silverballer Silenced Dual pistols.



## **Optional Tactics**

Whacking Fabian Fuchs to death with a Fire Poker while he's doubled-over on a toilet seat is entertaining, as is strangling Commander Bjarkhov with the Fiber Wire while he pours his vodka. However, you can kill both Fuchs and Bjarkhov in one smooth move if you follow the steps outlined here. Unfortunately, there's little chance at achieving the Silent Assassin rating with this optional approach, as you receive several alerts at the operation's end.



## They All Fall Down



Rather than knocking out the worker at the mission's start, exit the cargo plane by turning around and running east.



Sprint toward the control tower when you exit the plane's rear. (The control tower is the tiny building to the southeast.)



After you're inside the control tower, climb down the nearby ladder to reach the airport service tunnel.



Sneak into the guard's office, which is past the ladder. Use a Syringe to knock out the guard if you're hoping to earn the Silent Assassin rating; otherwise, use the Fiber Wire to choke him.



Steal the guard's uniform to disguise yourself, then exit the office, climb up the ladder, and head outside.



Run west to reach the train that takes you through the tunnel and to the marine base. Step onto the train, pull the lever, and enjoy the ride.

Step off the train when it stops at the tunnel's other end. Walk past the nearby guards, then run toward the warehouse where the radiation suit is.





Head to the dirty bomb production submarine after you change into the radiation suit. Stride past the guards and go south down the wooden walkway until you come to a large tarp that blows in the wind.



Turn left and walk forward after you're standing near the tarp to enter the submarine. Inside, several bomb workers are busy making dirty bombs for Commander Bjarkhov.



You receive an alert when you enter the submarine, warning you of the dangerous nuclear radiation.

## **MISSION 3: THE BJARKHOV BOMB**



Walk south and look for three Bombs sitting atop a small crate. Collect all three Bombs, then exit the submarine.

Climb down the ladder at the walkway's south end and place all three Bombs around the sub. Make sure no guards see you do this.



Return to the warehouse after you plant all three Bombs. Don't change into the soldier disguise unless you killed the soldier at the beginning of the mission—if you only knocked him out, guards will be looking for a suspicious soldier by now.





Change into the soldier uniform if you killed the soldier at the mission's beginning. The radiation suit attracts unwanted attention when you cross the tunnel and return to the airport.

It takes several minutes for Fabian Fuchs to travel from the mess hall to meet Commander Bjarkhov at his transport ship. The two travel in Bjarkhov's jeep to pick up Fabian's dirty bomb from the submarine. All of this takes quite a while, so be patient and use the in-game map to monitor both targets.



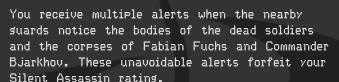


You need to detonate the Bombs when both targets are near the sub. Wait until they're standing next to the pair of guards near the submarine (as shown here), then use the Bomb Remote to blow the sub.



The men try to escape, but the explosion kills both Fuchs and Bjarkhov, along with the two soldiers to whom they were speaking You have completed all objectives, and now you must escape.

## 



Run to the train and walk when you approach the guards. Step onto the train, pull the lever, then ride through the tunnel.



You look suspicious traveling through the tunnel in the radiation suit, so avoid close contact with all soldiers as you head to the cargo plane.



After you're out of the tunnel, head for the exit point at the cargo plane's rear. Impressive work; you've met your objectives with the push of a button.



# **MISSION 4: BELDINGFORD MANOR**

Lord Winston Beldingford and his only son and heir, Alistair Beldingford, have captured your client's son, Giles Northcott, and are holding him prisoner at stately Beldingford Manor in Britain. The Beldingfords are infamous hunters, and nothing thrills them more than to give chase to a truly difficult catch—another human being. Giles Northcott is about to become their next bit of sport.

Your client wants both Beldingfords assassinated and Giles brought home to safety.

### Mission Objectives

- >>> Assassinate Lord Winston Beldingford
- >>> Assassinate Alistair Beldingford
- >>> Rescue Giles Northcott
- >>> Escape Beldingford Manor

### Mission Information

The park surrounding Beldingford Manor is crawling with guards, each one alert and armed to the teeth. Use the darkness of night and stormy weather conditions as cover during your initial approach.

Beldingford Manor is full of guards, hidden doors, and secret passages. Lord Winston uses the secret passageways to spy on his maids. Turn the tables against him by using these passages to your advantage.

The stables west of the manor are important, as Giles Northcott is being held there. Watch your movements around the horses in the stables as well as the hounds in the park. They'll become startled and alert the guards to your presence if you run or walk near them without sneaking.

### **Targets**



Lord Winston Beldingford



Alistair Beldingford

## Enemies



Indoor Guard



**Outdoor Guard** 

### Civilians



Butler



Giles Northcott



Maid

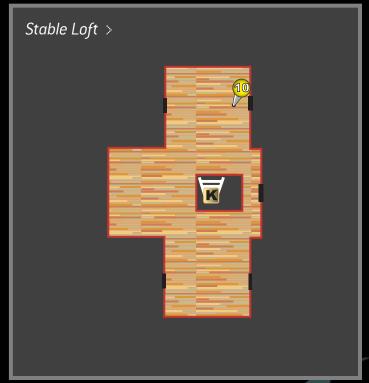


Stable Worker



# Maps

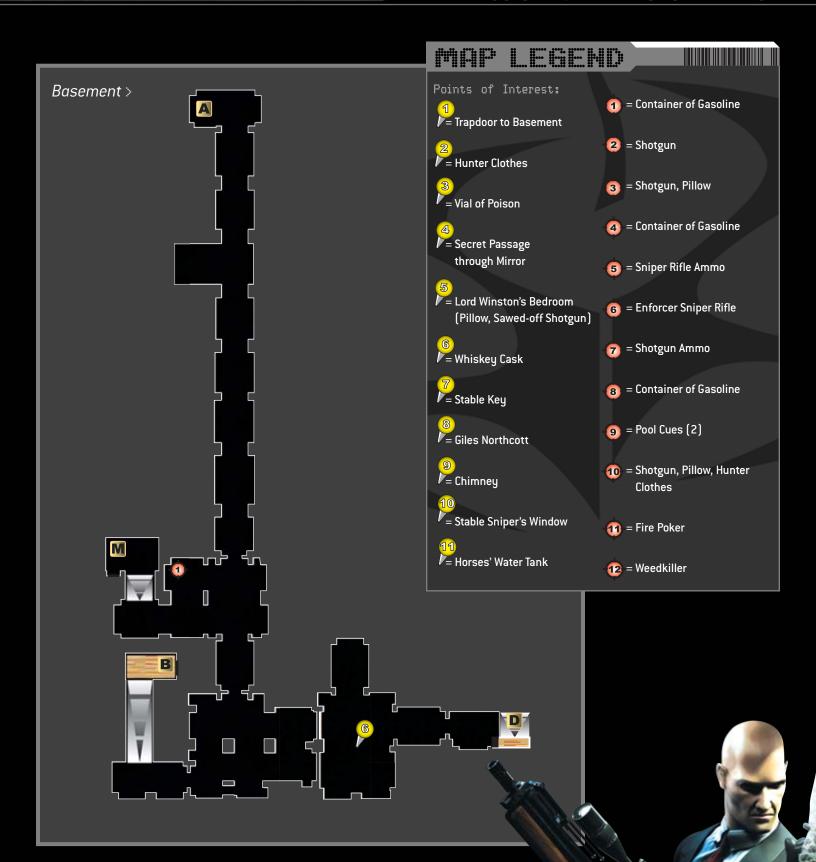






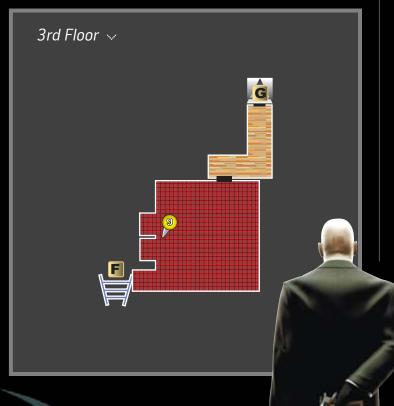












# The Silent Assassin's Path



From the starting point, run around the left side of the watchtower in front of you, but stop before you run past the end of the wall (as shown). Crouch down and wait for the two outdoor guards to stop chatting and begin their patrols.



Sneak behind the guard as he moves east down the path, moving toward the tree ahead. You can pass near any of the outdoor guards as long as you sneak—the darkness and rain make it difficult for them to detect your stealth movements.



Sneak until you're past the tree, then run through the bushes ahead. You're heading for the small garden maze's door.

Turn left and follow the path after you're past the bushes. Run down the path and enter the door to your right, which leads into the garden maze.





Navigate the small maze, heading for its southwest corner. This area of the garden maze is marked with a Point of Interest on the map—it's a trapdoor in the ground that leads into Beldingford Manor's basement.



Rushing through the small maze is vital. If you are too slow or get lost, you risk being caught by the guard who patrols the manor's basement. After a couple of tries, you should be able to make it to the trapdoor in less than fifteen seconds.



Drop through the trapdoor and run south down the long corridor. Pass through two doors and run to the wine cellar.

## 



There's a guard who occasionally comes out of the rain to patrol the basement's wine cellar. If you are quick to navigate the garden maze, you should have plenty of time to run through the wine cellar before the guard makes his rounds.



The second door you burst through leads into the Beldingfords' wine cellar. Dash through the door on the right to locate a staircase.



If you're on schedule, you will receive a hint that reads, "Alistair is ready to order whiskey."

Run up the stairs to a door that leads into Beldingford Manor's main foyer. Stealth is the name of the game while moving through the next few rooms, so crouch and open the door quietly, then sneak into the foyer.





Hug the east wall as you sneak toward the foyer's east double doors—there's an indoor guard patrolling the halls on the second floor, and he can see the central area of the foyer.



Silently pass through the next two rooms, checking the in-game map or looking through keyholes to make sure each room is clear before you enter. The far east door brings you to a spiral staircase.



9 780 761 545 187 5

Remember the location of this spiral staircase. You'll need to use it again when poisoning Alistair's whiskey.



The staircase leads up to the second floor, and down to the wine cellar. Proceed up the steps until you reach a door. Crouch and open the door noiselessly, then sneak into the room.



A huntsman is sleeping on a bed in this dark room. His clothes are on the floor on the bed's right side, with his shotgun propped up next to them. Change into the hunter's clothing, but leave the shotgun.

## 



Your new disguise isn't foolproof-many guards will be suspicious of you. Don't make any sudden or unexpected moves, and don't let anyone get a close look at you.

### Lord Winston's Bad Dream



Sneak out of the room and return to the spiral staircase. [The door you came through is a hidden one—check the bookshelves to find it.] Backtrack to the main foyer on the first floor. Pass through the foyer's north set of double doors.



Make a hard left turn and enter the door on the west wall to reach the kitchen area.

There are two guards sitting in the kitchen, but your hunter disguise allows you to walk by without blowing your cover. Enter the door on the kitchen's other side.





Head through the second door on the left to locate the furnace. (The furnace is marked with a power switch icon on the map.) Close the door behind you for privacy, then shut off the furnace.

## **MISSION 4: BELDINGFORD MANOR**



The sudden drop in water temperature shocks a maid who is taking a hot shower on the second floor. She makes her way down to check on the furnace.



Backtrack to the kitchen, then turn left and walk up the stairs to the second floor. You pass the maid on the way up, but she's flustered and doesn't take much notice of you.



Go through the second door on the right after you reach the second floor. Snag the small Vial of Poison from the dresser near the bed, then exit the room.

Pass through the door across the short hall to reach a bathroom. This is where the maid was taking her shower when you shut off the furnace. Walk to

n the bathroom's other side, open the mirror

the long mirror on the bathroom's other side, open the mirror like a door, and walk through. It leads to one of Lord Winston's favorite secret passages.



Walk up a few steps to come to a secret door that leads into Lord Winston Beldingford's bedchamber. Check your map or look through the keyhole before silently entering.

## 

Lord Winston is having trouble sleeping, and he occasionally gets up to use the bathroom (not the one through which you just passed). He turns the lights on as he crosses the bedroom. Make sure he's in the bedroom and has shut the lights off before you slip through the secret door.

Open the door quietly and sneak through. Turn in place and position the camera so you can see Lord Winston as he sits on his bed, takes a drink from his glass of milk, then lies down to sleep.





Wait until Lord Winston has been motionless for a few seconds before making your move. Sneak over and pick up the Pillow at the foot of the bed as you move to Lord Winston's side.



Two options present themselves after you get to Lord Winston's side of the bed. You can either poison his glass of milk, or you can suffocate him with the Pillow. Choose to suffocate him with the Pillow—your Vial of Poison is meant for his son, Alistair.



### **Whiskey Business**

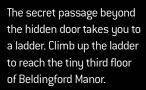
After the hit has been made on Lord Winston Beldingford, drop the Pillow and sneak away from the bed. (You can take Lord Winston's Sawed-off Shotgun nearby if you wish.) Cross the bedchamber without making a sound and pass



through the double doors on the room's other side.



Turn right and approach the bookshelves near the grandfather clock in the following room. One of the bookshelves is a hidden door.







Cut across the small attic and enter the door on the other side. Walk down a short flight of steps and pass through the door ahead.

## 

Point of Interest

The third floor's chimney is a Point of Interest on the map. You can use a Container of Gasoline to blow up the chimney and kill Alistair Beldinsford, but this sacrifices your Silent Assassin ratins. For more details, check out the "Optional Tactics" section of this mission.

Run down the spiral staircase and pass through the door on the first floor. Walk through the room, heading for the double doors to the west.





In the next room, turn left and walk through another set of double doors. Make another left in the following room and move through another pair of double doors.



Slip through the east door in this room to reach the spiral staircase you used when you snuck through the manor to find your hunter disguise. Walk down the stairs to the wine cellar.

With the Vial of Poison in your possession, poison the large whiskey cask on this side of the wine cellar. (The whiskey cask is marked with a Point of Interest on the map.) Make sure no one's around before poisoning the whiskey.



#### **MISSION 4: BELDINGFORD MANOR**



The suard who patrols the basement occasionally wanders over to watch the wine cellar's east side. The butler comes down here to fill Alistair's carafe of whiskey as well. Check the in-same map if you're able, or wait for them to show up and leave again so you aren't causht in the act.

Alistair Beldingford is as good as dead after you poison the whiskey cask. Backtrack up the spiral staircase and return to the manor's first floor. Walk west until you reach the main foyer, then turn left and exit the manor through the south double doors.



#### **Rescuing Giles Northcott**



Your next task is to find and rescue your client's son, Giles Northcott. Giles is being held at the stables, so turn right and head for the west path to them.



Go to the far west side of the westernmost stable. There's a small box on the wall near the stable's west door, which is marked with a power switch icon on the map. Disable the satellite transmission from here.



The guards watching TV in the stable are angry at the sudden loss of signal. They leave their office to check the connection outside.



Go around the north side of the west stable, heading for its east entrance. The guards walk through the stable to check on the satellite transmission, so taking this roundabout route is the safest way to go.



Enter the west stable through its east door. Run past the ladder that leads up the stable loft and pass through the set of double doors beyond.



Turn left and move through another set of double doors to reach the room where the guards were watching TV. Nab the Stable Key from its spot on the wall near the TV, then get out of there before the guards return.





The lone stable worker alerts the suards if he sets a close look at you. Don't let him notice you while you're moving through the stables. If you like, you can knock out the stable worker with your Syringe, then take his clothing and Stable Key.

Return to the first room you entered, where the ladder leading to the stable loft is located. Walk past the ladder, then turn right and enter the south door.





The horses in the next room will make noise and alert the guards if you don't sneak past them. It's OK if they see you—it's the sound of your unfamiliar footsteps that startles them. Check the "Optional Tactics" section of this mission for a sneaky way to eliminate the horses.



Giles Northcott awaits his fate at this room's other end. Unlock his holding cell with the Stable Key and free him. Giles is a fantastic sprinter, and says he can escape on his own. He thanks you for your help and bolts out of the stable.

Your final objective is to escape the area. You need to make your way back to the lake and watchtower where you began the mission. Exit the stable through the east door, being careful not to disturb the horses as you go.



Head left past the jeep and run toward the steps beyond. Dash up the steps toward the tennis court area, then turn left and sprint north.





Run through the tennis court's north door and continue to head north, staying close to the west wall. Start walking or sneaking if you pass near an outdoor guard.



The exit point is the small motorboat on the lake by the north watchtower. Excellent work—you've completed the mission with a Silent Assassin rating. You're awarded the Magnum 500 Dual.

#### **Optional Tactics**

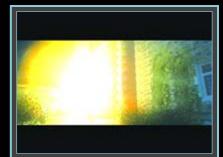
There's a lot going on at Beldingford Manor, so this mission features several optional tactics. You can even earn the Silent Assassin rating with some of the tactics outlined here.

#### Blowing up the Chimney



You can use a Container of Gasoline to blow up Beldingford Manor's chimney. Check our maps to locate a Container of Gasoline (there are several of them in this level), then go up to the manor's third floor and choose to bomb the chimney.

The resulting explosion destroys a large chunk of the manor. Alistair Beldingford sits near a fireplace on the first floor and is killed by the blast. This is one way to assassinate Alistair, but the explosion also kills several of the Beldingfords' guests, which causes you to forfeit the Silent Assassin rating.





#### Stable Sniper

There's a Point of Interest near one of the windows of the stable loft. You can use a sniper rifle from this window to assassinate Lord Winston Beldingford.

#### **MISSION 4: BELDINGFORD MANOR**



Climb the ladder in the west stable to reach the stable loft. A guard patrols the loft with an Enforcer sniper rifle. Watch as the guard moves around the loft, and wait for him to pause near the open window.



Sneak behind the guard and use your Syringe to silently knock him out. Close the window and pick up the guard's Enforcer sniper rifle, then move to the north window where the Point of Interest icon appears on the map.

Crouch and zoom in on the manor. Take aim at the second floor window—this is one of the windows near Lord Winston's bed.





Use the in-game map to monitor Lord Winston's movements, or watch the window until he steps into view.

Wait for Lord Winston to sit on the bed and take a drink from his glass of milk. Keep his head in your crosshairs and make a clean headshot kill as he drinks from the glass. You can assassinate Lord Winston in this manner and still achieve the Silent Assassin rating.



### Poisoning the Horses

You can poison the horses in the stables to make your rescue attempt on Giles Northcott a bit easier.



The horses drink from troughs, which are automatically filled by the water tank in the west stable. (The water tank is marked with a Point of Interest on the map.) You can dump a poisonous substance into the water tank and kill all of the horses in one shot.

The poison you need is nearby. From the water tank, head east through some double doors, then turn left and pass through another set of double doors. A can of Weedkiller sits on a shelf in this room.





Return to the water tank with the Weedkiller in hand. Make sure nobody's around before you poison the water.

The poison goes to work instantly. The horses are killed by the poisoned water, allowing you to move more freely through the stables.





# MISSION 5: RENDEZVOUS IN ROTTERDAM

Rutgert Van Leuven, head of a biker gang hanging out in Rotterdam in the Netherlands, has come into possession of some incriminating Photographs. These Photos are evidence of your client's involvement in illegal acts, and you must retrieve them. Van Leuven has auctioned off the Photos, and the highest bidder, a journalist, is scheduled to meet with him shortly.

Your client has already sent someone in to recover the Photographs—a man named Klaas Teller. Teller hasn't returned. He has either failed in his mission or decided to switch sides; either way, he must be eliminated. Your mission is to infiltrate the gang's compound and assassinate Van Leuven, collect the Photographs, then locate and permanently silence Klaas Teller to ensure your client's illicit activities are never brought to light. The mission isn't over until you're safely out of the compound.

### Mission Objectives

- >>> Assassinate Rutgert Van Leuven
- >>> Retrieve the Photographs
- >>> Assassinate Klaas Teller
- >>> Escape the Compound

### Mission Information

The biker gang is heavily fortified inside their Rotterdam compound, which makes this a difficult mission. Be wary when you disguise yourself as a biker—these guys are suspicious of everyone and will recognize you if one of them gets a good look at your face.

Start by infiltrating the compound without being detected. (There are two ways to accomplish this.) Assassinate the head of the biker gang, Rutgert Van Leuven, and grab the Photos from the safe in his office. Use Van Leuven's VIP Keycard to reach the basement of the same building, where you find Klaas Teller. Eliminate Teller and escape without raising an alert.

### **Targets**



Rutgert Van Leuven



Klaas Teller

### Enemy



Biker

### Civilians



**Prostitute** 

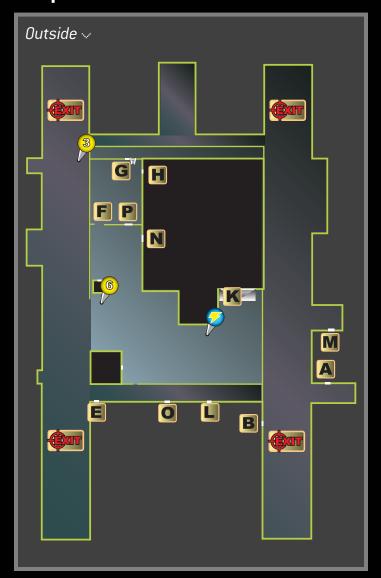


**Journalist** 

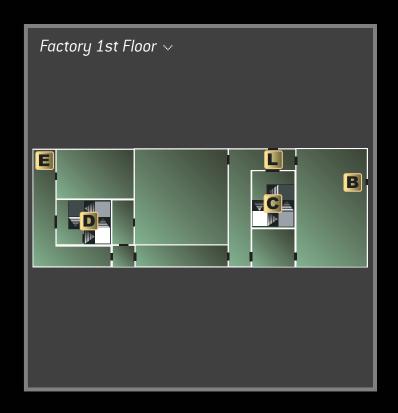


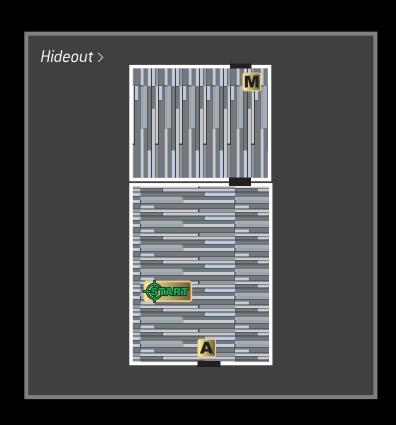


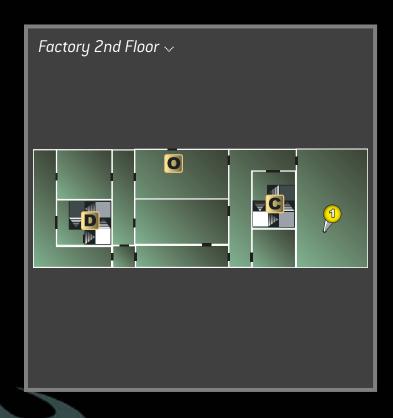
# Maps



















## The Silent Assassin's Path



You begin the mission inside the hideout, looking out a window at the biker gang's compound below.



After the cutscene ends and you have control, exit the hideout through the south door, and head down the fire escape stairs.



Hang back in the alley and wait until two bikers walk into the factory across the street. (If you're playing on Normal or Expert difficulty, you can use the in-game map to monitor their movements.) Approach the door they used after they're inside the building.

Bring up the in-game map when you reach the door and switch to the Factory 1st Floor map. Enter the room at the east end.

There's only one guard in the room, and you can sneak past him easily. Just be sure there are no other bikers or civilians in the room before you enter.



## 

If you're playing on Expert or Professional difficulty, look through the keyhole to make sure there are no bikers walking through the room before entering.

Crouch down and open the door when the room is free of wandering bikers. Creep into the room, heading for the far door on the west wall. After you pass the pillar, sneak the rest of the way to the door.





If you're spotted by the suard here, restart the mission and try to sneak past him asain.



The door leads to a hallway. Make a quick left turn and go through the double doors, then head up the stairs to the second floor of the factory.



Pass through another set of double doors at the top of the stairwell, then turn right and sneak up to the next door. Continue to sneak as you open the door and enter the next room.



A biker is being
"entertained" by a
prostitute in this room.
Sneak over to his clothes,
which are lying on the
floor. Change outfits, then
backtrack out of the room
without making a sound.

Turn right through the double doors and head down the hallway. Exit the factory building through the doorway at the north end of the hall.



## Van Leuven and the Photographs

Now that you've disguised yourself as a member of the biker gang, you can move through guarded areas more easily. Your next task is to eliminate the head of the biker gang, Rutgert Van Leuven.

Cut across the second floor of the factory by



passing through a series of doors ahead. There is only one guard on this floor, and your new disguise will fool him as long as you walk normally and keep your distance.



You're outside now, and in position to infiltrate the central area of the gang's compound. Van Leuven's time is running short. Turn right, move past the door, and step through the gap in the wooden fence.

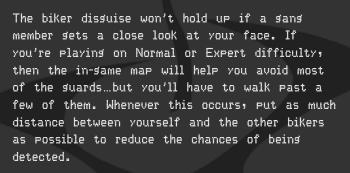


Stride northwest toward the large, open garage door of the building ahead. Keep an eye on the patrolling bikers as you go, and stay far enough away from each one so your Threat Meter never climbs into the red.



Head up the ramp into the cluttered garage. There's only one biker guarding the north door of the garage. Create a distraction so the biker will leave his post, allowing you to pass through this door.

### 



Make your way across the second floor and over to the west stairwell. Head down the stairs and exit the stairwell through the double doors on the first floor.







There's a fuse box on the east wall. Use it to shut off the lights in the garage, then quickly run to the opposite side of the room, back where you entered.



The guard leaves his post, walking directly south toward the fuse box. Take the long way around, moving over to the door from the west side of the room.

Quickly exit through the door before the guard fixes the fuse box and turns the lights back on. Climb up the nearby ladder outside to reach the roof of the garage, then enter the second floor of the building via the rooftop door.





The door leads into an empty room on the second floor of the gang's headquarters. Bring up the in-game map. It reveals your prize—Van Leuven sitting in his office on this floor. The only guard is stationed in the room to the east of you.

Wait for Van Leuven to leave his office at the south end of the floor and make his way to a north room.

When all is clear, exit the room through the south door. Quickly enter the first door on the right to reach an exercise room. Run through the exercise room and exit through its south door.





Walk east toward the door to Van Leuven's office. Stay close to the south wall and away from the balcony to lessen the odds of bikers spotting you from the first floor.



bathroom through the door on the right. Shut the door, stand near it, and equip the Fiber Wire.

You're now in position to make the hit on Van Leuven. Either switch to the in-game map or spy through the door's keyhole as you wait for your target to return to his office.



Van Leuven enters his office and walks directly to the east door. Sneak out of the bathroom and silently follow him into the east room of his office.



Van Leuven pauses in front of a window for a brief moment to watch the rain fall outside. Sneak up behind him and strangle him with the Fiber Wire before he turns around and notices you.

After assassinating Van Leuven, drag his body into the bathroom and stash it in the sauna. Collect the Gold Desert Eagle, Van Leuven's VIP Keycard, and the Safe Combination from his corpse.





Return to the room where you murdered Van Leuven and open the small safe on the east wall. Grab the Photographs from inside the safe, then close it and walk out of the office.

### **Assassinating Klaas Teller**

With Van Leuven dead and the Photographs in your possession, the only thing left to do is find and kill Klaas Teller—the guy your client originally hired to do the job. After leaving Van Leuven's office, turn left and walk along the wall until you reach a set of double doors.





Go through the double doors, using Van Leuven's Keycard, to reach a stairwell. Pause to bring up the in-game map. Check the first floor of this building for activity—guards use this stairwell to travel from the first floor to the basement. Run down the steps when all is clear.

If you're playing on Professional difficulty, you'll have to walk slowly down the stairwell and do your best to avoid any bikers you might encounter. Being seen by one is fine; just don't let him get a close look at your face.



Stop on the last landing before entering the basement and bring up the map again. Teller's down here. Scan the basement's map for patrolling bikers, and plot out the best route to the target.



#### 

If you aren't able to see enemies on the in-same map, you'll just have to walk through this area and keep your distance from the guards as you head toward your target in the northwest room.



There's a fuse box in the south room of the basement. Shut off the basement's lights. Every guard walks to the fuse box to fix the problem, opening the way for you to slip past them and eliminate your target.



Teller is being held in the northwestern-most room of the basement. He's hooked up to a nastylooking torture device, which the bikers use to interrogate him.



Make your way to the target without raising suspicion. Enter the torture chamber when no one's around.



Stand near the delirious Klaas Teller and turn on the torture device. Leave the machine running to kill the target and accomplish the objective.

#### **Escaping the Compound**



You have completed your objectives. Now you must escape without blowing your cover. Start by getting out of the basement by way of the south door, avoiding guards as you go.



Try changing into the dead biker's clothing in the basement's northeastern-most room. This disguise allows you to escape the basement more easily.



Guards occasionally enter the basement through the door you're about to use as an exit. Call up the in-same map or look through the door's Keyhole to avoid the suards, and walk so you don't raise suspicions.



When you're outside, sneak up the steps past the biker standing guard. You should be able to slide past him without being noticed. If the guard sees you, walk by as quickly as possible without getting too close.

Avoid the bikers who patrol the outside area. Walk back to the opening in the wooden fence you first passed through to get inside this area.





Turn left and walk to the eastern-most door leading into the factory building and go inside. There's a guard standing near this door, but you can move past him without blowing your cover.



After entering the factory, turn left and walk through the door into the room beyond.



This is the room you snuck through when you first entered the factory. Walk through and head for the exit door on the east wall.

Exit the building through the door, then walk down the steps and turn right. The map tells you that the back of a nearby truck is an exit point. Walk to the rear of the truck to end the mission with a Silent Assassin rating.

Well done—your Rotterdam mission is a



success. You have achieved the Silent Assassin rating on this level and have unlocked the Sawed-off Shotgun Dual for use on all future missions.

### **Optional Tactics**

Here are optional tactics to employ during this mission.

#### Silent Journalist

There's a different approach you can take to complete the Ruckus in Rotterdam mission. By taking advantage of the journalist who wants to buy those damaging Photographs, you can achieve your objectives and still earn the Silent Assassin rating.



Exit the hideout through the north door as soon as the mission begins. Run down the fire escape stairs to the alley below.



You've got to move fast out of the alley, turn right, then run north up the street.
Head for the alley behind the biker gang's headquarters.

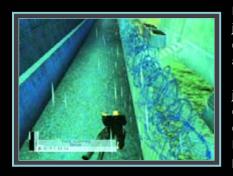
The journalist who plans to buy the Photographs from Van Leuven stands near the streetlight at the far west end of the alley. Run through the alley until you're close to him.



Equip a Syringe and sneak up behind the journalist. Silently knock him out with the Syringe, then drag his body into the alley.







Pick up the Envelope the journalist carries. It contains cash to buy the Photographs, and you'll need it later.

Change into the journalist's clothes, then drop all of your weapons except Syringes and the Fiber Wire—you're about to pass through security.

Unlike the biker dissuise, you raise no suspicion amons the bikers when dressed as the journalist. Feel free to walk past each biker.



Head south down the street until you come to a chain-link fence on your left. Slow to a walk as you near the fence.



Stand in front of the fence's gate until the guard opens it for you. Walk forward a few steps, then stop and wait for the guard to pat you down.

After you're past security, go left around the security booth. When you come to a short set of steps on your right, walk up the steps and enter the first floor of the gang's headquarters through the double doors.



# 

Some areas of the biker sans's compound are restricted to you when dressed as the Journalist. You're only supposed to be here to purchase the Photographs from Van Leuven, so don't so exploring in this disguise or you'll quickly be discovered.



Walk straight into the first room and through the double doors ahead.
Continue forward, heading for the double doors past the motorcycle to the right.



Push through the double doors and turn left. Take another door, then turn left and walk into a barroom.

Walk up to the bar and talk to the bartender. He's already been notified of your arrival, and has been instructed to take you directly to Van Leuven.





Walk around the bar and meet the bartender on the other side. He gives you the VIP Keycard, which grants you access to the stairwell inside this building.



Follow the bartender through the next two rooms. He leads you to the stairwell, where you are searched for weapons again. Follow the bartender the rest of the way to Van Leuven's office.



You have a brief chat with Van Leuven upon entering his office. The bartender leaves the two of you alone to discuss business and heads back down to the first floor.

Van Leuven soon collects the money-filled Envelope from you, then walks over to open his wall safe. Follow Van Leuven over to his safe and stand just behind him, waiting to make the hit.





Van Leuven takes a quick look over his shoulder before opening the safe. Wait for the look, then equip the Fiber Wire and strangle Van Leuven while he's punching in the combo.



Your path from this point is the same as before—collect the Photographs, hide Van Leuven's body, take the stairwell down to the basement, avoid the guards by hiding in rooms (or by killing the lights), and then fry the unfortunate Klaas Teller. Keep in mind that you

absolutely cannot be seen by a guard while doing this, as the basement is a highly restricted area.



You may need to hide in Teller's torture chamber after killing him. If a guard closes in, run to the darkest corner of the room, duck down behind the shelf, and wait for the guard to leave.

Change your disguise after assassinating Teller. You can change before killing him if you wish, but it's not necessary until after the hit.

When the guards are gone, cut straight across the north hallway of the basement and step into the northeast room.



Several dead bodies lay sprawled out in this small room. Take a dead biker's clothes before attempting to leave the basement.



This biker disguise features no hood, so your head and face are completely exposed. It won't hold under scrutiny, so avoid close contact with every biker from this point onward.



Your escape route is exactly the same as before. Because you're disguised as a biker, you can get out of the compound without difficulty as long as no one gets a close look at your face.



# **MISSION 6: DEADLY CARGO**

Boris Ivanovich Deruzhka, the international arms smuggler, is attempting to purchase a nuclear bomb from the biker gang you encountered in your last assignment. The deal is set to take place on board Deruzhka's coaster ship at Rotterdam harbor.

The bikers have hidden the nuclear device in a car trunk, and soon will deliver the vehicle to Deruzhka's ship. Unbeknownst to the bad guys, Rotterdam police are wise to their ploy. Heavily armed SWAT teams are prepared to assault the ship moments after Boris makes his move.

The police want Deruzhka taken alive for questioning. Unfortunately, your client can't allow this to happen. You must assassinate the weapons smuggler before he's taken into custody.

The citizens of Rotterdam no doubt would be thankful if you could also manage to disarm the nuclear bomb, but this isn't a required action. Assassinating Boris Deruzhka is your primary objective.

### Mission Objectives

- >>> Assassinate Boris Ivanovich Deruzhka
- >>> Escape

#### Mission Information

The police have given Rotterdam harbor's entire crew of dock workers the night off to prevent loss of innocent life when they storm Deruzhka's coaster ship. The dock workers and bikers all hang out at a local strip bar for a bit of rest and relaxation before the bikers drive the nuclear bomb over to the ship. If you want to disarm the bomb later in the mission (an optional tactic), you must place a GPS tracking device on the vehicle before it leaves the strip bar area.

You need to get past the police before you can reach the ship. Disguising yourself as a fellow police officer is the easiest way to do this, but you can also sneak past them if you've got the skills.

The coaster ship is heavily guarded by armed thugs hired by Deruzhka. SWAT police are hidden in two of the harbor's warehouses and are in position to assault the ship when the deal goes down. You'll be shot at if you're aboard the ship when the SWAT teams move in, so take care of business and get out of there beforehand.

### **Targets**



Boris Ivanovich Deruzhka

#### **Enemies**



Biker



Thug

#### Civilians



Dock Worker



Police



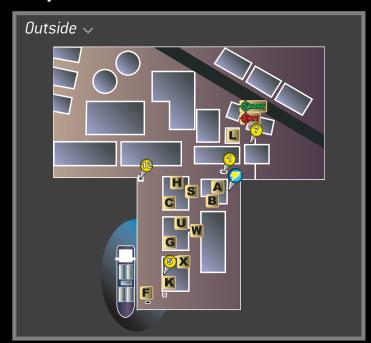
Prostitute



**SWAT Police** 



# Maps



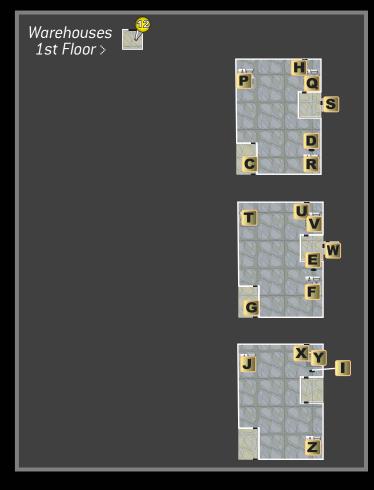


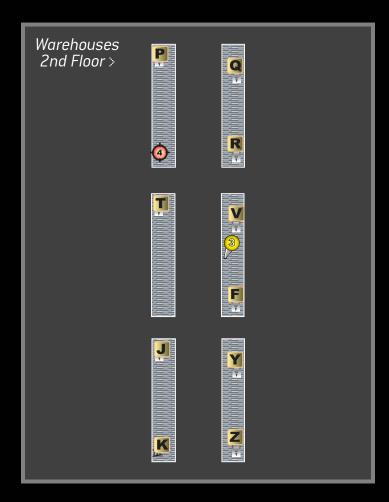




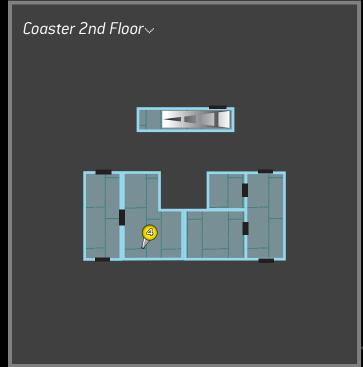


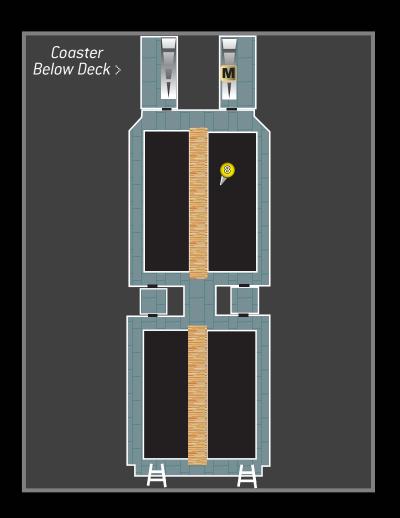


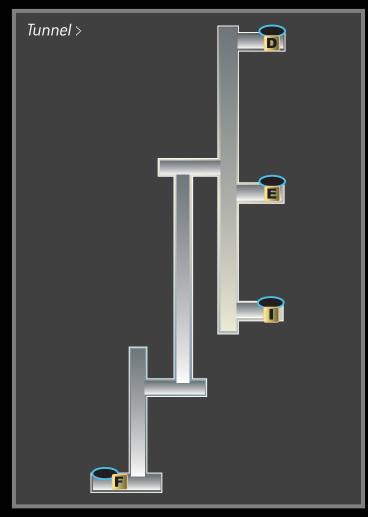












# The Silent Assassin's Path



You begin on a street north of the Dirty Rabbit strip bar, near the level's only exit point. Sprint south down the street, running past the bar and the two bikers.

To disarm the nuclear bomb later in the mission, place your GPS tracking device on the vehicle parked near the strip club. (The bomb is stored in the trunk.) For more information, check out this section's "Optional Tactics."

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Turn right when you come to a cross street and then continue running west. The Rotterdam police have set up a checkpoint ahead and aren't allowing anyone to pass. They'll have to make an exception for you.

Run to the gate on the left side of the guard booth and open the gate's door. Bolt through and run up the short flight of steps ahead to enter the police station.





Your Threat Meter is probably jumping at this point, so there's no time to waste. Speed down the hall inside the police station before an officer can stop you. Turn left at the end of the hall and enter the door ahead to reach the station's locker room.



A police uniform sits on a bench inside the locker room. Dash over to the uniform and disguise yourself as a police officer. Pick up and conceal the GK 17 pistol as well.



Walk out of the locker room. Officers rush to intercept you, but your disguise fools them. Proceed to the police station's south exit.





Police will be suspicious of you, even in your new guise. Keep your distance from all officers, and walk to avoid blowing your cover.

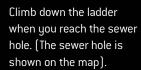


Turn right after you exit the police station through its backdoor, then sprint west, heading for the alley between the two warehouses to the west. Enter the northernmost warehouse through its south door.



SWAT police are using the north warehouse as a staging point for their impending assault on Deruzhka's coaster ship. Walk to maintain your cover and keep your distance from each SWAT team member as you pass through the small storage

room and head toward the sewer hole inside the warehouse.





Turn left when you're inside the sewer and run south down the long tunnel. Take your next left and climb up the ladder ahead to reach the middle warehouse.





The middle of the three warehouses is guarded by a few of Deruzhka's hired thugs, but they won't attack thanks to your police uniform. Walk up the nearby stairs to reach the warehouse's upper walkway, which is marked with a Point of Interest icon on the map.





Run across the walkway until you spot a set of clothes sitting atop a small crate. Change into the clothes to disguise yourself as one of Deruzhka's thugs, then retrace your steps and climb back into the sewers.

When you reach the rear of the ship, climb the ladder to the second floor, then pass through the left door ahead.



Continue straight through the next room and exit through the door in front of you.



You come to a narrow walkway that overlooks the ship's deck. Turn right and stroll along the walkway, then enter the door at the other end.

# Assassinating Boris Deruzhka



Now you're ready to approach your target. Navigate the sewer tunnels, running toward the southernmost ladder. Climb up the ladder to return to the surface near the coaster ship.



Stride over to the ship's boarding ramp. Walk past the thug who guards the ramp and avoid eye contact to maintain your cover.

After you step off the ramp and onto the ship, walk north toward the stern.





The thuss on the coaster ship are all on high alert. Any suspicious move will cause them to open fire, so walk and keep your distance from each suard.





Switch to the in-game map and monitor your target's movements. Pull out the Fiber Wire as he draws near, but remain crouched and hidden behind the armoire.



Boris enters the room, moves to his desk, and leans over to use his laptop. Wait until he hunches over the computer and then sneak out from your hiding spot with the Fiber Wire in hand.

Strangle Deruzhka from behind before he notices you. Don't bother stashing the body; just turn around and exit the room, closing the door behind you.

[Collect Deruzhka's

Magnum 500 revolver, if you'd like.]



#### **Escaping Rotterdam Harbor**



Out of Deruzhka's office, turn right and pass through the door ahead. Make another right around the stairs and stride over to the ladder you used a short time ago.

Climb down the ladder and return to the ship's boarding ramp. Walk down the ramp and then stroll over to the middle warehouse where you found the thug disguise.





Enter the middle warehouse and return to the police uniform you left inside when you changed into the thug outfit. After you're in the police officer guise, enter the warehouse's sewer hole.



Sprint through the sewer tunnels to the northernmost ladder. Climb up the ladder to return to the northernmost warehouse.

Your escape route from here is straightforward. Exit the warehouse through its north door, then turn right and walk east past the police station and the guard booth. Your disguise allows you to pass without alarming the patrolling officers.





Run past the gate. Return to the strip bar area, run past the bar, and continue north until you reach the exit point

Nice work; you've completed the mission and have achieved the Silent Assassin rating. Your skillful use of deception has unlocked the mighty M4 Carbine Silenced assault rifle.



## **Optional Tactics**

This mission offers a number of optional tactics, from disarming the nuclear bomb to poisoning a dock worker's whiskey.

#### **Rooftop Sniper**

It's possible to eliminate your target without ever boarding the coaster ship. It's difficult to earn the Silent Assassin rating, but not altogether impossible.

Follow the above strategy until you've disguised yourself as a police officer and have entered the northernmost warehouse's sewer hole. This time, run south down the long sewer tunnel and climb up the ladder at the tunnel's opposite end to reach the southernmost warehouse.





The south warehouse is occupied by more SWAT teams, so walk to avoid raising their suspicions. Pass through the small room to the south after you climb out of the sewer hole. Then turn right and walk over to the warehouse's northwest stairs.



The map shows a ladder to the south. Stroll over to the ladder, inside a small room. Close the door behind you before climbing up the ladder.



Don't climb all the way to the top. Instead, pause on the ladder before you reach the warehouse's roof and manipulate the camera so you see the police sniper on the rooftop. The sniper will see you, blowing your cover, if you climb all the way up the ladder. Remain hidden from the sniper's view and wait until the SWAT teams begin assaulting the coaster ship. When this occurs, the sniper turns his back to you as he opens fire on Boris's thugs.



Depending on how quick you are, you may have to wait for several minutes before the SWAT teams attack the ship.



Climb up to the roof when the sniper crouches down and takes aim. Sneak over to him and use your Syringe to knock him out.



Drag the unconscious officer behind the large wooden sign before donning his uniform. Pick up his sniper rifle, along with its ammo, then crouch down and aim at the windows of the coaster ship's dimly lit bridge.



The SWAT team's unexpected assault causes your target to flee to the ship's bridge. Zoom in and wait until Boris stands motionless in front of a window, then shoot him in the head.

Drop the sniper rifle after you assassinate the target, and climb down the ladder to return to the warehouse. Backtrack to the exit point near the strip bar—the SWAT disguise allows you to pass through the police gate and escape the harbor without blowing your cover,



as long as you aren't carrying the sniper rifle.

### Disarming the Nuclear Bomb



Boris arms his nuclear warhead as soon as it's delivered to him by the bikers. He threatens to detonate the weapon unless his demands are met. You can disarm the nuclear device if you'd like, but it's not a mandatory action.



You need to place a tracking device on the blue sedan parked outside the strip bar, so you can locate the car when it's loaded onto the ship. Before you can do that, you must distract the biker who guards the vehicle.



Distracting the biker is easy. Enter the strip bar and talk to the girl who dances in the front window. (You can see her from the street.) After you place some cash in her hand, she agrees to "cheer up" the biker guard.



Follow the girl outside and watch as she approaches the biker near the car.

After a quick chat, the two walk around the side of the building.



Now's your chance—when the biker turns his back, run over and open the trunk. Sure enough, the nuclear device is set up there.

Close the trunk and move to the vehicle's left side. Quickly plant your GPS tracking device on the car's underside, then move away from the vehicle.





A message tells you that the in-game map has been updated. (The car now appears on the in-game map.) You're done here, so run down the street toward the police gate.



Follow the same steps you took in the original strategy and board the coaster ship in the thug disguise. The vehicle is always stored below deck, so head for the rear of the ship and enter the first door you come to (as shown).



The door leads to the coaster ship's first floor. Walk downstairs and pass through the door ahead to reach the below deck area. Bring up the ingame map and check for the tracked vehicle.



Move to the vehicle, which is hidden inside one of the large crates below deck. [You cannot locate the vehicle if you didn't tag it with the tracking device.] Open the crate's doors, pop the car's trunk, then disarm the nuclear bomb. Proceed with your mission after you've ended the nuclear threat.

### Poisoning the Dock Worker

One of the dock workers inside the strip bar enjoys glass after glass of whiskey, taking full advantage of his unexpected night off. You can poison the dock worker, then steal his clothes.

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Poisoning the dock worker kills him, which ruins your chances at the Silent Assassin rating. There's a free dock worker outfit inside the tiny shed to the west of the police station—it's marked as a Point of Interest on the map. In the same shed is a Toolbox in which you can hide a weapon.



Charge into the strip bar as the mission begins. Sprint upstairs to reach the club's second floor, then turn right and enter the bathroom at the end of the hall. Pick up the Rat Poison from inside the bathroom and then dash back downstairs.



Head to the strip bar's basement. If the basement's patrolling biker sees you, your cover will be blown, so crouch in the tiny entry space (as shown) and wait for the biker to walk past. As you wait, quickly check the in-game map to locate the basement's Point of Interest icon.



Sneak out behind the biker as he passes by. Continue to sneak as you head for the basement's Point of Interest—a bottle of whiskey.

The worker soon stands up and talks to the bartender. The bartender then heads down to the basement to collect the bottle of whiskey you've just poisoned.





Poison the whiskey as soon as you're within range, then sneak back upstairs without being spotted by the touring biker.



The bartender returns and fills the worker's glass. The worker takes a seat and sips his whiskey.



Return to the barroom and talk to the dock worker. He complains that the bartender should go down to the basement and fetch another bottle of whiskey.



The poison soon kicks in and the dock worker stumbles upstairs, clutching his gut. He enters a room on the second floor of the strip bar and collapses on the floor, dead. You may now take his clothing and disguise yourself.



# MISSION 7: TRADITIONS OF THE TRADE

The Fuchs brothers are up to their old tricks. Franz Fuchs has constructed a powerful Chemical Bomb, and is planning to use it to destroy a large official building. Franz' brother, Fritz Fuchs, is keeping the Chemical Bomb at his dentist office at the Thermal Bath Hotel in Budapest, Hungary. Your client wants both brothers killed and the bomb retrieved for study and analysis.

The Fuchs boys are planning to meet with each other at the exotic hotel, where Fritz will hand the bomb over to his brother Franz. This is a perfect opportunity for you to assassinate both terrorists and salvage their deadly Chemical Bomb.

## Mission Objectives

- >>> Assassinate Fritz Fuchs
- >>> Assassinate Franz Fuchs
- >>> Retrieve the Chemical Bomb

#### Mission Information

The Thermal Bath Hotel is a high-class establishment featuring many fine shops, a luxurious swimming pool, saunas, spacious conference rooms, and Fritz Fuchs's dental office. The place is teeming with guests, staff, and security guards.

Watch out for the many security checkpoints that have been set up inside the hotel—there's a metal detector stationed at each one. This makes it a chore to move about if you're carrying weapons other than Syringes and the Fiber Wire (which do not trigger metal detectors). You have to rely on stealth and deception during this mission.

### **Targets**



Fritz Fuchs



Franz Fuchs

#### **Enemies**



Bodyguard

#### Civilians



**Hotel Security** 



**Hotel Staff** 



Bellboy



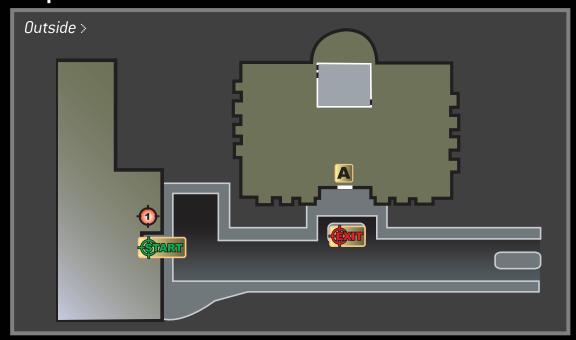
Male Guest



Female Guest

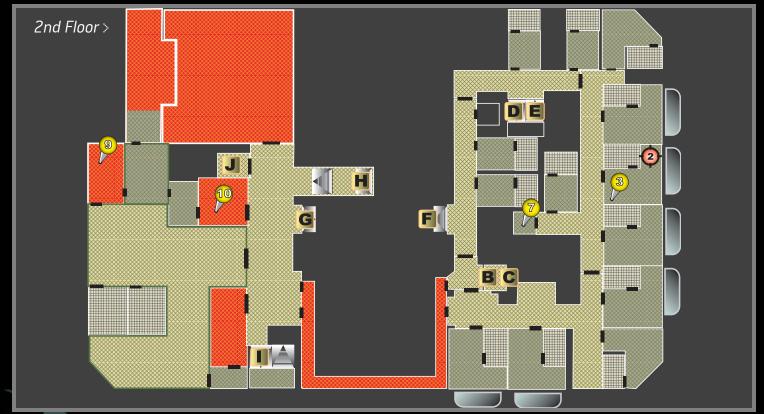


# Maps











# The Silent Assassin's Path



You begin the mission outside the hotel. Pick up the Conference I.D. Card from the body on the ground and drop your Silverballers. You need the Conference I.D. Card to enter the hotel, and the guards at the front door will take your Silverballers if you don't drop them here.



A Sniper Suitcase and Diana's Note are also near the starting point. Hotel security will take the Sniper Suitcase if you bring it along, so don't bother. Diana's Note tells you that a "special order" is ready for pickup at the hotel's flower shop.





With the Conference I.D. Card in hand, run down the street toward the hotel's front entrance. Start walking as you near the security checkpoint.

A guard asks to see your Conference I.D. Card before allowing you to pass. Show it to him, then walk through the metal detector and into the hotel.





Once inside the hotel, turn right and walk toward the elevator on the lobby's east side.



Pass the elevator and walk through the double doors ahead. Close the doors behind you and make sure nobody's around—you're about to enter a restricted area.

When all is clear, move to the next set of double doors. A sign reads, "Hotel

Wing Closed." Pick the lock and enter the double doors, then close them behind you.

This area of the hotel is closed for renovation, so run through the next couple of halls. Keep moving until you come to Room 108.



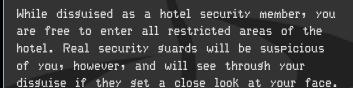


If you're playing on Normal or Expert difficulty, the ingame map tells you that one of the hotel's security guards is using the bathroom in Room 108. Pick the lock on the door and then sneak into the room.

A hotel security guard's uniform is on the bed, along with a GK 17 pistol. Change your clothes to disguise yourself as one of the hotel's security guards. Leave the pistol behind—a Silent Assassin has no need of such a weapon.



## 





Now that you're in uniform, retrace your steps to the lobby.

### **Assassinating Fritz Fuchs**



Walk to the lobby's west side. You need to enter the northwest set of double doors that lead into the pool area, but you have to pick the door's lock first.

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The swimming pool area of the hotel is restricted, as Fritz Fuchs likes to have total privacy when taking a dip. Don't enter this area unless you're disguised as one of the hotel's security guards.

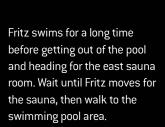


Walk to the double doors and make sure none of the guards in the lobby are paying attention to you. Pick the lock, pass through the doors and close them behind you.



Move through the next set of double doors to enter the west shower room.

Bring up the in-game map and monitor your target from here.







Pass the security guard without getting too close as you stride around the pool and enter the east sauna room. Fritz is enjoying the hot steam, but that's about to change.



Move to the red, circular handle to the left of the door that leads into the sauna. Turn the handle to release scalding steam into the sauna.



Fritz dashes for the door but you move to block his escape. There's no other way out of the sauna, and the first Fuchs brother dies.





Enter the sauna after Fritz collapses and collect his key to the X-ray room. This important key allows you to enter the X-ray room of Fritz's dental office, where the Fuchs' Chemical Bomb is stored.

#### **Assassinating Franz Fuchs**



Return to the lobby and walk east to the elevator. Press the call button, then ride up to the second floor.





There's a security checkpoint stationed outside the elevator on the second floor. Walk through the metal detector while keeping your distance from the attentive security guard.

Franz Fuchs is staying under the false surname "Wulff" and is taking a long shower in Room 202. He's well-protected by two bodyguards. One stands watch in the hall outside the room, and the other patrols inside, occasionally stepping out to the balcony for fresh air.





Stride through the halls until you spot a bellboy with a vacuum cleaner. Follow the bellboy until he stops to enter a room, then sneak up to the door and nab the Master Key that he leaves in the lock. Make sure nobody sees you steal the key.

Use the Master Key to enter Room 203, which is north of Franz's room. (You could pick the door's lock, but the bodyguard down the hall might catch you in the act.) Move through the room and sneak onto the balcony.





Crouch and watch the south balcony. Wait for Franz's bodyguard to walk outside for air, and don't move until the guard goes inside the room. Jump to the balcony when the guard leaves.

Crouch after you land on the south balcony, then creep through the door and into the room. Close the door and move behind the bodyguard, then use a Syringe to knock him out.



With the bodyguard out of commission, pull out your Fiber Wire and sneak into the bathroom without making a sound. Slip the Fiber Wire around Franz's thick neck and choke him to death.



You can collect many items inside Franz's room, but the only item you must pick up is the large Suitcase near the bed; you can't carry the Fuchs brothers' Chemical Bomb out of the hotel without this Suitcase.

The other items you can grab from this room are on the desk. These optional items include: a "Do Not Disturb" sign, two notes (written from one Fuchs to the other), Franz Fuchs's room key, and an SG220 .S silenced pistol.

None of these items are of use to you now, so leave



them and retrace your steps back to Room 203.



To learn more about the optional items you can collect from Room 202, check them out in the "Optional Tactics" section of this mission.

### Retrieving the Chemical Bomb

Your final objective is to retrieve the Fuchs' Chemical Bomb. Exit Room 203, turn right and walk through the double doors ahead. Walk up the stairs you come upon to reach the hotel's third floor.





Turn left after you reach the top of the stairs and walk down the hall. Make another left and pass through a set of double doors, then enter the next door on the right to access the roof.



Cross the roof and take note of two open windows on the other side. You need to climb through one of these windows, but you can't let the guard inside the room see you do so—your cover is blown if he spots your illegal entry.



Crouch next to one of the open windows. Position the camera so you can watch the guard moving around the room. Wait until the guard is staring out a north window before climbing into the room.



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There's no need for stealth after you're inside the room. The suard won't attack you because he thinks you're one of the hotel's security suards on a routine patrol. If you're not in dissuise, you must sneak through the room without alerting the suard.



Walk through the small room and enter Fritz's dental office by passing through the west door.
There's another guard in the dental office—ignore him and enter the X-ray room through the west door.

Close the door to the tiny X-ray room behind you for privacy. The Chemical Bomb is on the ground. Store it inside the Suitcase by choosing to pick up the Chemical Bomb while holding the Suitcase in your left hand.





Now all you need to do is escape with the Suitcase and Chemical Bomb.
Backtrack to the roof, making sure you're not seen as you slip through the open window on your way out. Cross the roof and reenter the east wing of the hotel's third floor.



Turn right after you're inside and walk down the hall. Pass through a set of double doors and turn left to reach the elevator. Call the elevator and ride down to the first floor.



Walk through the lobby and exit the hotel through the front door to complete the mission in Budapest with a Silent Assassin rating. Very smooth—your skills in stealth and deception have unlocked the deadly SG220 .S Dual pistols.

## **Optional Tactics**

There are several optional tactics for this mission; some are more practical than others. Try them out and see how much trouble you can get yourself into.

## The Guy at the Front Desk



While wearing your regular clothes, talk to the person who runs the front desk of the hotel. During the conversation, you discover that "Mr. Wulff" (a.k.a. Franz Fuchs) is staying in Room 202. The guy at the front desk also gives you the key to your own room—Room 301.

There's a good reason for you to head up to Room 301. You're able to jump from your room's balcony to Room 302's balcony and sneak into the room, where a bellboy's uniform is.

Make sure the people staying in Room 302 don't see you when you go in to



steal the bellboy's uniform, or they'll rush to alert security.





There's another bellboy uniform that's easier to set. Check the utility closet on the east wins of the hotel's second floor.

## A Clean Towel for Mr. Wulff



After you disguise yourself as a hotel bellboy (see previous section), you're one step closer to an alternate method of making the hit on Franz Fuchs. You just need to find an excuse to enter his room under your new guise.



Head to the third floor's utility closet, which is in the east wing's northwest region. Either pick the closet door's lock when no one's looking, or use a bellboy's Master Key to get inside.

The tiny utility closet holds two items useful for two separate tasks. One is a Bottle of Poison, which you can use to kill Fritz Fuchs (described later). The other gives you the excuse you need to enter Franz Fuchs's room—a fresh Towel.





When dressed as a bellboy and carrying the Towel, you're able to get past the bodyguard who's in front of Room 202. Talk to the bodyguard, and he grants you 10 seconds inside the room to deliver the Towel.



There are many downsides to this approach. First, you only have a short amount of time to get into the room, make the hit, grab the Suitcase, and get out. Second, you've got to time it so you enter the room as the other guard steps out to the balcony for air. (You

can do this by using the in-game map if you're playing on Normal or Expert difficulty, or by watching the guard from Room 203's balcony to time his patrol route.)

## Optional Items from Room 202

Franz Fuchs's desk is cluttered with items for you to pick up, but none of them are vital to completing the mission. If you enter the room using the bellboywith-Towel tactic, you won't have time to collect these optional items.

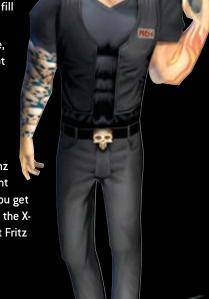


>>> The "Do Not Disturb" sign can hang on any doorknob in the hotel to ensure privacy.

>>> The notes from Franz and Fritz provide clues to the whereabouts of the Chemical Bomb and help to fill in the Fuchs brothers' plot.

>>> The SG220 .S pistol is a nice, silenced weapon, but it's not practical for this mission.
Grab it only if you wish to add the pistol to your weapons cache.

>>> If you're dressed in regular clothing, you can show Franz Fuchs's room key at the front desk and collect his mail. You get another letter that tells you the X-ray room is locked, and that Fritz has the only key.





## I'll Have What He's Having

The Bottle of Poison you find in the utility closet on the east wing of the hotel's third floor (see previous section) can be used to kill Fritz Fuchs, but you'll receive a couple of alerts in the process.



Talk to the bartender in the lounge on the west wing of the hotel's second floor. He needs a break, and you convince him to take five, saying you'll cover the bar while he's away. You should be dressed in normal clothing to do this.



Watch the lounge's patrolling security guard after the bartender leaves. Enter the back room behind the bar when the guard isn't looking.



A bottle of whiskey sits atop a table in the back room. Dump the Bottle of Poison into the whiskey, which is Fritz Fuchs's favorite drink.

Exit the back room and return to the lounge. (You may receive a scolding from the security guard if he sees you leave the back room, but he lets you off with a warning.) Find someplace to hang back and watch your handiwork in action.





Fritz Fuchs repeatedly runs through a vigorous routine of basking in the swimming pool, relaxing in the steamy sauna, and stopping by the bar for a few shots of his favorite whiskey. This time, however, he finds his drink stiffer than usual.

The poison works quickly, and Fritz drops. You receive a couple of alerts—the guards have found the body and are on the lookout for anyone suspicious. Wait until things return to normal before walking to Fritz's corpse and collecting his key to the X-ray room.



## Flower Shop Special Order

Diana's Note, which is on the ground near the Sniper Suitcase at the mission's start, tells you there's a "special order" ready for pickup at the hotel's flower shop. The flower shop is near the lounge on the west wing of the hotel's second floor, but it's closed



and off-limits. You'll have to sneak inside.



There are two ways to sneak into the flower shop. The easiest way is to enter through the room behind the bar after you poison Fritz's whiskey (see previous section).



Another way is to sneak into the conference room at the north end of the hall outside the flower shop, but this is tricky. You need to wait until the guard watching the conference room's double doors is distracted by one of the hotel's female guests.

Stand on the steps that lead up to the third floor and wait for the guard to move away from the doors to chat with the young woman. Sneak past the guard, pick the lock on the double doors and enter the conference room, closing the doors behind you.





When sneaking into the conference room, there are two patrolling security guards to look out for. One walks up and down the north steps that lead up to the third floor, and the other tours the hall, coming from the stairs to the south. Make sure nobody sees you pick the lock.

## A Nasty Accident



Something bad has happened in the northeast room on the east wing of the hotel's first floor. When dressed in your normal clothing, the security guard that watches the room tells you there was a nasty accident, and to move along.



However, when disguised as one of the hotel's security guards, you can enter the room and collect two weapons from within. A Kitchen Knife is stuck in the wall near the bed, and a Sawed-off Shotgun lies on the floor in the blood-soaked bathroom. Shut the

door after entering the room for privacy before claiming these weapons.

## Bypassing the Metal Detectors

Passing through the metal detectors gets tedious after awhile, but there's an easier way to get around them. It's possible to reach any area of the hotel without going through these annoying detectors after you're familiar with the layout.



When disguised as a security guard, you can enter the hotel security office, located on the third floor's east wing. Take the lobby's elevator to the third floor, turn left, and enter the door to the security office.

A couple of security guards stand inside the office, but they aren't as suspicious of you as the rest are. Walk past them and press the button on the control panel to shut down the hotel's metal detectors, then exit the office and go about your business.





# **MISSION 8: SLAYING A DRAGON**

A wealthy client has contacted your agency. The client wants you to get at the leader of Hong Kong's Red Dragon Triad, Lee Hong. Hong is too powerful to approach, so the focus of your next few missions is to weaken the triad leader.

Your mission is to frame the Blue Lotus Triad for the murder of one of Lee Hong's top men. This will set the stage for a gang war between the two rival triads, which is sure to weaken the mighty Lee Hong.

The Red Dragons and Blue Lotuses occasionally do business with one another. Your job is to assassinate the Red Dragon Negotiator during his meeting with the Blue Lotus Negotiator at Chiu Dai Park. You must also ensure that the Blue Lotus Negotiator survives—he can't be blamed for the hit if he's dead.

## Mission Objectives

- >>> Assassinate the Red Dragon Negotiator
- >>> Blue Lotus Negotiator Must Survive
- >>> Escape the Area

## Mission Information

Chiu Dai Park is in the town's center. Because the two gangs are discussing business at the park, the park's entrances are closed to the public. Each entrance is guarded by heavily-armed Blue Lotus Triad members, and only the park's gardeners and other Blue Lotuses are allowed access.

The surrounding streets are filled with curious pedestrians—avoid making careless mistakes when they're around. The Red Dragon Negotiator is the only member of the Red Dragon Triad present, so there shouldn't be any confusion as to who your target is. He wears the garb of his triad with pride.

Although security is tight, no one is expecting anything to go wrong at the meeting, so don't worry about being attacked on sight. You've got the element of surprise on your side during this mission, so take full advantage.

## **Targets**



**Red Dragon Negotiator** 

## **Enemies**



Blue Lotus Negotiator



Blue Lotus Triad Member

## Civilians



Gardener



<u>Pedestrians</u>

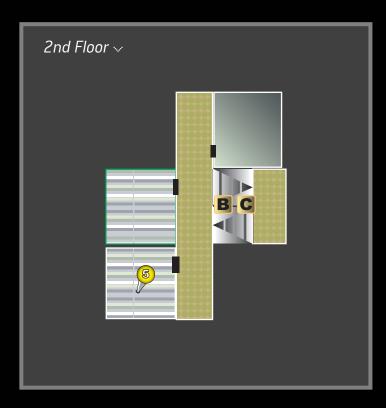


# Maps

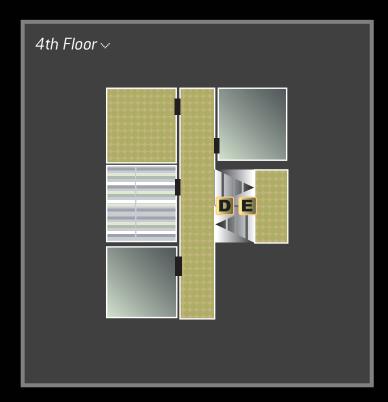


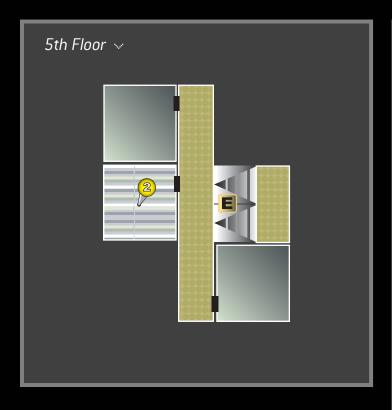












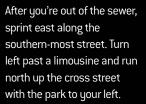
# The Silent Assassin's Path



Drop the Sniper Suitcase when the mission begins. Turn right and run south down the alley from the starting point, heading for the nearby open sewer.



The sewer is marked with a point of interest on the map. Climb down the ladder into the sewer. Pick up the Rat Poison and return to the surface.





Look for a building with two green, hanging lanterns. The building is east of the park, across the street. Enter the building through the door between the two lanterns.





After you're inside the building, run up the steps until you reach the top (fifth) floor.



One of the rooms on the fifth floor is marked as a point of interest. Check to make sure there's no one around before picking the lock on the door and entering the room.



A gardener's uniform lies on the floor inside the small room. Change clothes to disguise yourself as a gardener, then drop your weapons and exit the room.



## Time for a Drink



Now that you're disguised as a gardener, you can pass through security and enter Chiu Dai Park. Exit the building and cross the street to reach the park.



A Blue Lotus searches you for weapons before allowing you to enter the park. You blow your cover if you're carrying anything heavier than Syringes or the Fiber Wire.



Keep your distance from everyone else inside the park. Stay clear of the guards, the gardeners, and the two triad negotiators. All of them will turn to look at you if you get too close, and you don't want any of them looking in your direction.

The Red Dragon Negotiator sips his tea as the Blue Lotus Negotiator walks over to chat with the nearby guard. After a few moments, the two negotiators begin to walk around the central gazebo, discussing business.



Stand near the tea cart and wait for the two triad negotiators to begin their walk around the gazebo. Poison the tea when they move out of sight.







If someone has turned to look in your direction, they'll see you poison the tea. You can trick them into looking away again: Move close to them and draw their attention away from the gazebo, then back off and keep your distance as you return to the tea cart.



Walk west and exit the park after poisoning the tea. The Red Dragon Negotiator's fate is sealed, so make your way to the west exit point.



You can't complete the mission until the Blue Lotus Negotiator flees the area unharmed. Stand on the sidewalk near the exit point, look south, and wait for his limousine to zip past.



A message appears informing you that you've completed your next objective (Blue Lotus Negotiator Must Survive). Proceed to the exit point to complete the mission with a Silent Assassin rating.

Your skill in the arts of stealth and deception has

earned you a great reward—you've unlocked the MP5 Silenced Submachine Gun.



# **Optional Tactics**

There are two other ways to complete this mission, and they both present more of a challenge.

## Death from Afar



Hold onto the Sniper Suitcase, run south as if you were going to pick up the Rat Poison. Instead, run past the sewer and into the street.



The two Blue Lotus guards standing on the street corner turn to look at you as you run past them. Trick them into facing west, then head north, retracing your steps through the alley.

Turn right at the starting point and continue through the alley until you reach a street and the park is in front of you. Turn right and run south down the street.





A lone Blue Lotus guard watches over the wide alley across the street ahead. Keep your distance as you dash into the alley.



The guard turns to look at you, but he doesn't show much interest. Run to the open sewer, then hide behind the pillar south of the sewer hole (as shown). Drop your Sniper Suitcase and watch the guard.

Wait for the Blue Lotus guard to walk toward you and stand in front of the sewer hole. Sneak behind him when he turns his back on you and knock him out with a Syringe.



Drag the guard's unconscious body to the sewer hole and drop him in before someone sees you. This ensures the guard's body won't be found by a pedestrian.





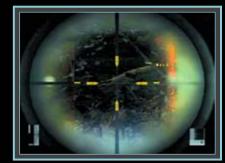
Collect the Sniper Suitcase and climb up the ladder on the tall building nearby. [The ladder is on the map.]



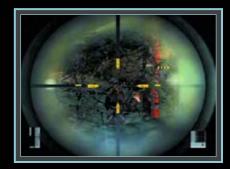
Crouch when you reach the high ledge at the top of the ladder, open the Sniper Suitcase and assemble the sniper rifle.



Creep to the glowing neon signs nearby, then stand up and take aim at the gazebo in the center of Chiu Dai Park.



Zoom in with the sniper rifle and watch the gazebo. Wait until you see the two triad negotiators walk into view.



Wait until the Blue Lotus Negotiator walks away and the Red Dragon Negotiator moves to the tea cart. Shoot the Red Dragon Negotiator in the head as he drinks from his teacup.



The guards find the body of the Red Dragon Negotiator and are on the alert. The Blue Lotus Negotiator flees to his limousine and speeds off. Stay put until things calm down, then climb down the ladder and head for the west exit point to end the mission with a Silent Assassin rating.

## Car Bomb Casualty



You need to disguise yourself as a Blue Lotus Triad member to succeed in this approach. Before doing that, however, drop the Sniper Suitcase and run to the building where the gardener's uniform is located. Head up the stairs and stop at the second floor.

One of the rooms on the second floor is marked with a Point of Interest on the map. Pick the lock on the room's door.





Stand up and collect the Bomb and the Bomb Remote from the table. You can steal the Apartment Key from the drugged man, which unlocks every door in the building, but you don't need it.



## **MISSION 8: SLAYING A DRAGON**

## 

Keep your distance from Blue Lotus Triad members while wearing their colors-don't attract their attention.

Return to the starting point and collect the Sniper Suitcase, then follow the steps from the previous "Death from Afar" method until you reach the point where you drop the unconscious Blue Lotus guard into the sewer. This time, climb into the sewer



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and change into the Blue Lotus uniform.



Now that you're in disguise walk east down the street and make for the limousine that's just south of Chui Dai Park. This is the Red Dragon Negotiator's personal limo.

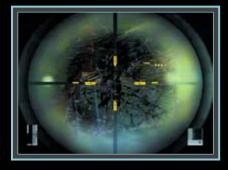
Walk to the limousine and place the Bomb on it. (The nearby guards scold you as you approach the vehicle if you aren't disguised as a member of the Blue Lotus Triad.)



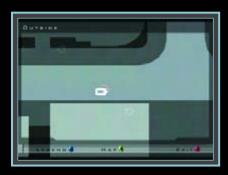


This is the tricky part. You must now scare the Red Dragon Negotiator so he bolts out of the park and drives off in his limousine. There's no easy way to do this without blowing your cover, but the safest way is to climb up to the ledge where you used the sniper

rifle to headshot the Red Dragon Negotiator in the previous optional tactic.



A headshot is fatal, but shooting the Red Dragon Negotiator in any non-vital area won't kill him. Aim for his arms or torso and pop him once to wound him.



Equip the Bomb Remote and bring up the in-game map so that you can see the Red Dragon Negotiator as he runs out of the park, heading south toward his limo. Detonate the Bomb as the vehicle moves off to take out the Red Dragon Negotiator.



A pedestrian or Blue Lotus guard might be caught up in the car bomb explosion. You can't earn the Silent Assassin rating if anyone other than your targets is killed.



You must escape now, but the remaining Blue Lotuses are on the lookout for a suspicious Blue Lotus Triad member-in other words, you. Wait until the Blue Lotus Negotiator makes good his escape, then climb down from the ledge.



Climb into the sewer where you dropped the unconscious Blue Lotus guard earlier in the mission. Change into your original clothes and return to the surface. Proceed to the nearest exit point.



# **MISSION 9: THE WANG FOU INCIDENT**

The Red Dragons and the Blue Lotuses have been shocked by the recent developments—neither side was expecting anything to go wrong during their business deal at Chiu Dai Park. The Blue Lotus Triad is hoping to mend the situation by meeting with their rivals on Red Dragon turf. The peace negotiations are set to take place at Lee Hong's own Wang Fou Restaurant.

This time, your client wants you to assassinate all six members of the Blue Lotus Triad, along with the Blue Lotus Negotiator. The Blue Lotuses will assume the Red Dragons were responsible for the hits, which will push the two triads closer to a costly gang war and further weaken the Red Dragons' as-yet - untouchable leader, Lee Hong.

## Mission Objectives

- >>> Assassinate the Blue Lotus Negotiator
- >>> Assassinate All Six (6) Blue Lotus Triad Members

## **Mission Information**

As the mission begins, the Blue Lotus Negotiator and two of his men are en route to the Wang Fou Restaurant. They arrive in a limousine shortly.

Two of the Blue Lotuses are already seated in the restaurant. These two men never leave their seats, so find a way to hit them without blowing your cover.

The restaurant has been closed to the public for the evening. You have to sneak inside. When it comes to assassinating most of your targets, a car bomb is the cleanest method.

## **Targets**



**Blue Lotus Negotiator** 



Blue Lotus Triad Member

## **Enemies**



Guard (Red Dragon)

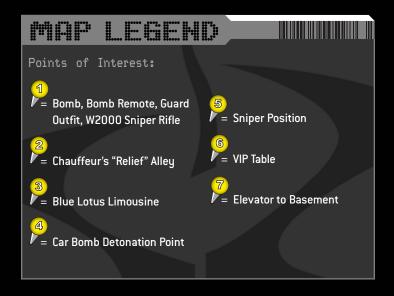
## Civilians



Chauffeur



**Pedestrians** 





# Maps







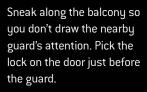
# The Silent Assassin's Path



Run west down the street from the mission's starting point. Bear right at the fork in the road and sprint north.



Head to the ladder on the side of the restaurant. (The ladder is shown on the map.) Climb up the ladder to reach a wooden balcony.







Sneak into the small room after picking the lock. Grab the Bomb and the Bomb Remote from atop the large safe.

Silently open the door and sneak back outside.
Backtrack across the balcony, sneaking so you don't alert the guard.



## The First Five



A brief cutscene shows your targets pull up in a limousine as you backtrack along the balcony. The chauffeur gets out and walks off to relieve himself after the long drive.

Climb down the ladder and then run south down the street. Turn right and enter the west alley.





Sprint through the alley, then stand between the two yellow dumpsters (as shown). Wait for the chauffeur to stroll by.



The chauffeur stops and begins to urinate. Sneak up behind him while he's preoccupied and jab him with a Syringe.



Drag the chauffeur's body over to the nearby sewer hole and drop him into the sewer. Climb down the sewer's ladder and take the chauffeur's clothing to disguise yourself.

## **MISSION 9: THE WANG FOU INCIDENT**



Return to the surface in your new guise and walk over to the limo. Keep as much distance as possible from the surrounding guards.



Approach the driver's side door of the limousine. The Action List pops up, allowing you to place the Bomb on the limo. Do so.



Walk east down the street after placing the Bomb. Run when you're clear of the guards.

Move east down the street until you come to a large sign with red lettering (as shown). Stop near the sign and notice the two Blue Lotus Triad members standing on either side of the street ahead.

Pull out the Bomb Remote and wait for the limousine to drive past with three of your targets inside. Use the Bomb Remote to detonate the Bomb just as the limo passes the two Blue Lotus Triad members on the street. Timing this properly eliminates five of your targets in one swift move.





## The Last Two



Two of the Blue Lotuses never leave the restaurant, so you need to infiltrate the establishment to assassinate them. Start by climbing up the ladder to reach the wooden balcony, and then enter the room where you found the Bomb.

Change into the free guard disguise you find inside the small room. Pick up the W2000 Sniper Rifle that's leaning against the wall, then exit the room by the north door.





The guards inside the restaurant will be suspicious of you, especially while you carry the WZOOO. Keep your distance from them, and walk to maintain your cover.



Stride through the next room. Exit the room through the west set of double doors.





Move north up the hall. Turn right and pass the elevator, then open the north door ahead.



The door leads to the restaurant's huge second-floor balcony. The guard in front of you patrols the balcony after you enter, thinking you've come to relieve him of his post.



The center of the balcony is open to the floor below.

Move to the balcony's east side, then face west to line up a shot at the two remaining Blue Lotus

Triad members, who sit at the first-floor's

VIP table.



Take aim and zoom-in only once with the W2000. A hanging curtain obstructs your view of the two targets' heads. You can see only the lower body of the nearest Blue Lotus.



You need to make an educated guess as to where the nearest Blue Lotus's head should be. The two targets are lined up, so you can kill both with one shot if your aim is true. [The picture shows how to line up the shot.]

Exit the restaurant after you've assassinated the last two Blue Lotus Triad members. Backtrack until you've climbed down the ladder and returned to the street, then sprint south toward the only exit point.

Good job; you've assassinated all seven



targets and have dealt Lee Hong a powerful blow. You have earned the Silent Assassin rating, and in so doing have unlocked the awesome AK 74 Silenced assault rifle.

## **Optional Tactics**

You can access several areas that are not part of completing the mission. These areas come into play later in Mission
11: Lee Hong Assassination, but you can visit them now and explore them for future reference.

## Orthmeyer's Keycard

There's a secret item you can collect from Lee Hong's office on the second floor of his mansion. This item is Doctor Orthmeyer's Keycard, which unlocks a secret weapon from the game's first mission.



After you've disguised yourself as a guard, take the elevator from the second floor down to the restaurant's basement.

# 

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The restaurant's basement and Lee Hong's mansion do not appear on the in-game map. Refer to this guide's maps from Mission 11: Lee Hong Assassination if needed.



Turn right after you reach the restaurant's basement and pass through the double doors. Continue moving forward through another set of doors.

There are guards in the next corridor, so walk to maintain your cover and keep heading forward.

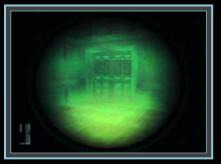


Follow the corridor around its next couple of turns and pass through some more doors. Don't enter any of the side doors; just press onward.

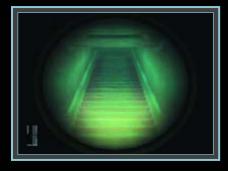




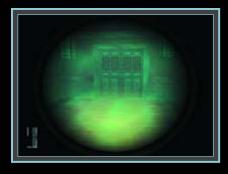
You eventually come to another elevator. Enter it and ride up to the first floor of Lee Hong's mansion.



The mansion is empty nobody's home. Turn left after exiting the elevator and pass through the double doors ahead.



Turn right past the doors and head up the stairs to reach the mansion's second floor.



Turn right when you reach the mansion's second level, and move through the double doors ahead to reach Lee Hong's office.

Orthmeyer's Keycard rests atop Lee Hong's desk. You can collect this secret item only during this mission—it doesn't appear during Mission 11. (You can also replay this mission to grab the item.)

To find out what



Orthmeyer's Keycard is used for, please refer to this guide's "Secrets" section.



# **MISSION 10: THE SEAFOOD MASSACRE**

You've managed to successfully thwart the Red Dragons and the Blue Lotuses from negotiating a truce so far, but now the police are stepping in to help bring an end to the hostilities. Negotiators from both Triads are scheduled to meet with the Chief of Police at the Cheung Chau Fish Restaurant, in the hopes that a costly gang war can be avoided. Your goal in this mission is to frame the Red Dragon Negotiator for the killings of both the Blue Lotus Negotiator and the Chief of Police.

## Mission Objectives

- >>> Assassinate the Red Dragon Negotiator
- >>> Conceal the Body of the Red Dragon Negotiator
- >>> Assassinate the Chief of Police
- >>> Assassinate the Blue Lotus Negotiator
- >>> Place Amulet at Murder Scene
- >>> Escape in the Car

## Mission Information

The Chief of Police and the two Triad Negotiators make their way toward the restaurant as the mission begins. The restaurant is closed to the public, so kill the Red Dragon Negotiator before he reaches the <a href="mailto:establishment">establishment</a>, take his clothes, and assume his identity to get in.

Hide the Red Dragon Negotiator's body in the sewers, or the police will find his corpse and know that the Red Dragons were not responsible for the murders that are next on your list. Furthermore, drop the Red Dragon Negotiator's Amulet at the scene of the double murder—when the police and the Blue Lotus Triad find the Amulet next to the bodies, they'll be convinced that the Red Dragon Triad is responsible for the killings.

## **Targets**



**Red Dragon Negotiator** 



Blue Lotus Negotiator



Chief of Police

## **Enemies**

None

## Civilians



Pedestrian



Police

Bartender



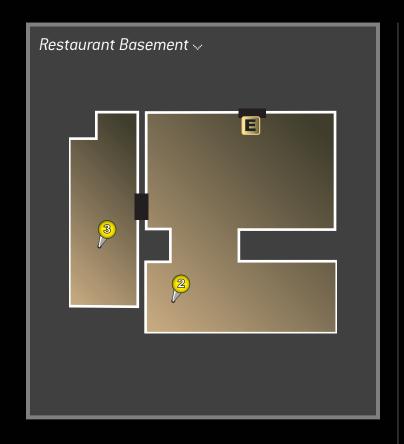
Restaurant Chef

## 

# Maps









# Restaurant 1st Floor V

# The Silent Assassin's Path



You begin the mission standing near your getaway car with a Sniper Suitcase in hand. Drop the Suitcase on the sidewalk near the car for now, then run north up the street.



Turn right onto the northern-most street, and hide in the dark, narrow alley. The Red Dragon Negotiator makes his way down the street alone in your direction. Bring up the in-game map and monitor his movements.



The Red Dragon Negotiator stops in front of a wider alley to the east of you. He then walks into the alley to relieve himself. Run over to him as soon as he turns to enter the alley.



Sneak up behind the Red Dragon Negotiator while he's urinating into the sewer. Use the Fiber Wire to silently strangle him to death.

Before anyone notices you, quickly dump the Red Dragon Negotiator's lifeless body into the sewer. Do this by moving to the side of the sewer as you drag the body over the opening. Drop the corpse when it's dangling over the edge, then climb down the ladder.





Collect the Red Dragon
Triad Amulet and the
SG220 .S pistol from the
dead Red Dragon
Negotiator, then change
into his clothing. Climb
back up the ladder to
return to the surface as the
Red Dragon Negotiator.

## Scaffold Sniper

Now that you've disposed of the Red Dragon
Negotiator, your next task is to eliminate the Blue
Lotus Negotiator and the
Chief of Police, who are
already discussing matters
on the second floor of the
restaurant. Start by
running back to the



getaway car and picking up the Sniper Suitcase.



With the Sniper Suitcase in hand, run directly south down the street past the getaway car. Turn left onto the southern-most street and look for scaffolding on the side of a building.



When no one's around to notice you, climb up the first and second ladders of the scaffolding. From here, sneak around the building's corner to avoid being spotted by the pedestrians and police officers below.



Continue to sneak as you move along the scaffolding. Head for a large tarp blowing in the wind, which you can use as cover from prying eyes. Crouch down with the tarp to your right, then check to make sure nobody's walking down the sidewalk below you.



## 

People who pass directly below the scaffolding can see you, as the scaffolding's floor is not solid. Crouch and don't move until the people below you are gone.



When an opportunity presents itself, open the Sniper Suitcase and assemble the W2000 Sniper Rifle. Immediately crouch down again, then take aim at the windows above the restaurant's large, neon sign.

Continue to crouch as you zoom all the way in on the Blue Lotus Negotiator and the Chief of Police sitting at a table. If you're patient, you can kill both of them with a single shot. Keep the crosshairs lined up with the back of the Blue Lotus Negotiator's head and wait.



Notice that the Chief of Police occasionally leans back in his chair to look out the window. When he does this, his head momentarily lines up with the Blue Lotus Negotiator's, creating a golden opportunity for you to kill both targets with one well-aimed bullet.





Get ready to fire when you see the Chief of Police lean back in his chair. Wait for a few seconds as he looks out the window, then fire as he leans forward again and their two heads line up.



You may need to practice this shot before you're able to do it, but it's easy to make when you know what to look for. Stealth, patience, and position are all key factors for making this double-hit shot.



Check to make sure nobody's around, then quickly pack up the Sniper Suitcase. Sneak back around the side of the building and climb down the scaffolding without being spotted.



Walk toward the restaurant's front entrance. An officer who's standing guard here takes all of your weapons (except for the Fiber Wire) before allowing you to pass.



You can stash your weapons if you'd prefer to finish the mission with them in your possession. Simply find a nice, quiet area to drop them off before entering the restaurant.

Walk into the restaurant, up the steps to the second floor, and over to the bodies of the Chief of Police and the Blue Lotus Negotiator. Place the Red Dragon Triad Amulet on the table near the dead men to complete the objective.



Don't try to grab the weapons from the bodies of the Chief of Police or the Blue Lotus Negotiator. The police have a sniper watching carefully from the tall building across the street, and he'll open fire if you make any suspicious moves. You can play through the mission again to collect these weapons.

Now you've got to make your escape. Since you haven't raised an alarm or suspicion up to this point, you can simply walk back downstairs and exit the restaurant through the front door.





Continue walking until you reach the getaway car. (Run when you're almost there.)

Nice job—you've successfully completed the mission and have obtained the Silent Assassin rating. Your efforts have earned you the powerful GK 17 Dual pistols.

## **Optional Tactics**

Here are some optional tactics you may want to employ during this mission.

## Poisoning the Tea

There's an entirely different way to go about completing this mission; it takes longer than using the Sniper Rifle from the scaffolding, but it's also less risky. You can even earn the Silent Assassin rating if you follow each step.



Start by dropping the Sniper Suitcase near the getaway car—you won't need it for this operation. Run east through the nearby alley to quickly reach the restaurant before the police arrive.

Run across the street and through the gap in the wooden fence ahead, then turn right and head down some steps to reach the door to the restaurant's basement. Quickly check the map to make sure no pedestrians are passing by before picking the door's lock.



Enter the basement and check the closet to find a spare chef's uniform. Change into the chef's uniform, then hurry outside.



The chef and the bartender who work at the restaurant will not be fooled by your new disguise. Your cover will be blown if they catch a slimpse of you. Remain completely out of their sight while wearing the chef's uniform.

Run through the gap in the wooden fence, then turn right and sprint north up the street. Stop when you get to the cross street and watch as the Red Dragon Negotiator enters the alley to the north.







Follow the Red Dragon Negotiator into the alley, then use the Fiber Wire to strangle him. Drag his corpse into the sewer and leave him there for now.



Go to the restaurant's basement, but before you enter, check the open sewer to the door's north to find some Rat Poison. Pick up the Rat Poison and climb to the surface.

The two police officers who guard the basement door don't bother you thanks to your chef's disguise. Walk past them, down the steps and into the basement.





Inside the basement, sabotage the gas controls to shut off the gas stove in the kitchen.



The restaurant's chef is irritated by the sudden lack of gas heat. How can he be expected to work under these conditions? He sets his knife down and reluctantly trudges to the basement to check on the gas controls.



Hurry into the basement's closet, pull out a Syringe, and stand near the closet door. Bring up the in-game map or look through the keyhole and wait for the chef to enter the basement.

The chef soon enters and walks over to the gas controls. Sneak out of the closet and silently move behind the chef, readying your Syringe as you go.





The chef is quick to spot you, so don't waste any time. Jab him with the Syringe as soon as you're within range, then collect the Chef's Key as he lies unconscious.



Exit the basement and walk east a short distance, then turn right and head south around the corner of the restaurant building. The Chef's Key you recently acquired lets you in through the restaurant's back door,

leads into the kitchen. Since you're wearing the chef's uniform, you won't alert the nearby guards.





A Serving Tray with three drinks sits on the kitchen counter. While standing near the Tray, drop the Rat Poison you found in the sewer into the drinks. They're intended for your targets upstairs.



Make sure the back door is closed before you poison the drinks, or the suards outside might see what you're up to.

Pick up the Serving Tray and switch on the in-game map. The bartender will not be fooled by your disguise, so wait until he moves from behind the bar and chats with the police officer sitting nearby.





If you're unable to view the bartender on the insame map, watch through the serving window and wait until he moves out from behind the bar.



While the bartender is distracted, walk over to the serving window and set the Serving Tray down on the counter. Ring the nearby kitchen bell, and the bartender will deliver the poisoned drinks to the Blue Lotus Negotiator and the Chief of Police.



Be quick after you ring the kitchen bell—don't allow the bartender to see you, or your cover will be blown. Ring the bell, then bolt out the back door of the kitchen before the bartender has a chance to look at you.



After you escape the Kitchen, the Blue Lotus
Negotiator and the Chief of Police are as good as
dead. You receive a message after a minute or two
saying the Poisoned tea has Killed both targets.

The rest of the mission is routine. Return to the sewer where you left the Red Dragon Negotiator's corpse, then steal his clothing and Red Dragon Triad Amulet. Enter the restaurant and place the Amulet on the table, then walk to the getaway car to



complete the mission with a Silent Assassin rating.

## Bringing Weapons into the Restaurant

The guard at the front door of the restaurant always takes your weapons before allowing you to enter, but there's a sneaky way for you to bring firepower into the establishment. It's difficult to earn the Silent Assassin rating in this manner, but not impossible.



After killing the Red Dragon Negotiator in the alley with the Fiber Wire and assuming his identity, go back for the Sniper Suitcase, then walk to the sewer hole closest to the restaurant (where the Rat Poison is).





Climb down the ladder into the sewer. Drop all of your weapons (except the Fiber Wire), leaving them here for future use. Stash the Sniper Suitcase in the sewer as well before climbing back to the surface.



The front door guard searches you for weapons. He won't find anything, but humor him anyway.



When you're out of the sewer, walk past the two police officers guarding the stairs to the basement, and head toward the pair of officers standing watch over the restaurant's back door (the one that leads into the kitchen).

Talk to the bartender when you enter the restaurant under the guise of the Red Dragon Negotiator. You tell him that you'd like to use the restroom, and he places the Toilet Key on the counter. Pick up the Toilet Key, which unlocks the bathroom on the second floor.



Walk up the short flight of steps near the pair of police officers, then run around after you're past them. The idea is to get the two guards to turn around and look at you, so they are facing east and no longer watching the restaurant. This allows you to sneak in and out of the



restaurant via the bathroom window on the second floor later on.

Walk upstairs and approach the Chief of Police and the Blue Lotus Negotiator. The Chief of Police is surprised by your appearance—he had been expecting the Red Dragons to send someone else. You inform him that you prefer to do business with clean



hands, and excuse yourself to use the restroom.



Walk down the street toward the restaurant's front entrance after you trick the pair of guards into facing east, away from the restaurant.



Walk over to the restroom and open the door. Close the door behind you and then bring up the in-game map. Check the outside area to make sure the guards you distracted earlier are still facing away from the restaurant. [You can also observe them by

positioning the camera to see out the window.) Then climb out the bathroom window.



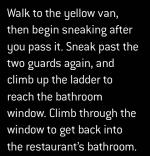
Crouch down as soon as you land on the scaffolding outside the bathroom. Sneak over to the nearby ladder and climb down to the ground below without making a sound.



Head for the sewer where you stashed your weapons a short time ago. Climb down the ladder and pick up all of your weapons. Conceal the weapons before picking up the Sniper Suitcase and returning to the surface.



When you're off the ladder, sneak past the pair of guards you distracted earlier.





Stick close to the restaurant as you sneak north toward a yellow van. Continue sneaking until you're standing between the van and the restaurant.





What you do from this point onward is up to you. You're now inside the restaurant and very close to both of your targets. You've got all of your weapons at your disposal and you haven't yet raised an alert. Finish the job in your own unique style.



Begin walking just before you round the corner past the yellow van. You don't want to raise the suspicions of the two police officers who guard the stairs to the restaurant's basement, so keep your distance from them and walk normally.





# **MISSION 11: LEE HONG ASSASSINATION**

Your three previous assignments have set the stage for this daring mission. Lee Hong, the formerly untouchable leader of the Red Dragon Triad, is now within your grasp. Recent events have placed him on the defensive, and Hong can feel the noose tightening around his neck. Your client wants Lee Hong taken out now that he's vulnerable.

Your secondary objective is to locate Lee Hong's Jade Figurine. This item is a power symbol to the Red Dragon Triad, and you must obtain it or a new leader will rise to take Hong's place. Assassinate the target, then steal the Jade Figurine to ensure the downfall of the Red Dragon Triad.

## Mission Objectives

- >>> Assassinate the Triad Leader
- >>> Obtain the Jade Figurine
- >>> Escape from the Area

## **Mission Information**

This operation is set at the Wang Fou Restaurant, the same place where you killed the seven Blue Lotuses in the ninth mission. The restaurant is open to the public this time, and security has been increased. Lee Hong's mansion is no longer empty, either—it's now teeming with guards who have sworn to protect their beloved leader at all costs.

Infiltrating the restaurant isn't difficult you can do so without a disguise. Getting close to Lee Hong is a far greater challenge, however. Recent happenings have placed the Triad leader on high alert.

Hong has hired a personal bodyguard a huge man named Zun—who never leaves his master's side. Zun even tastes Hong's food in case it's been tampered with. Use disguises to maintain your cover as you move in for the kill.

The CIA has already sent an agent to locate and retrieve Hong's Jade Figurine, but the agent has failed to report in.

Something terrible has probably happened to him, but if the agent is still alive, he may know where to find Hong's Jade Figurine.

## **Target**



Lee Hong

## **Enemies**



Bodyguard



Guard



Zun (Hong's Bodyguard)

## Civilians



Bartender



**Brothel Madam** 



CIA Agent



Mei Ling



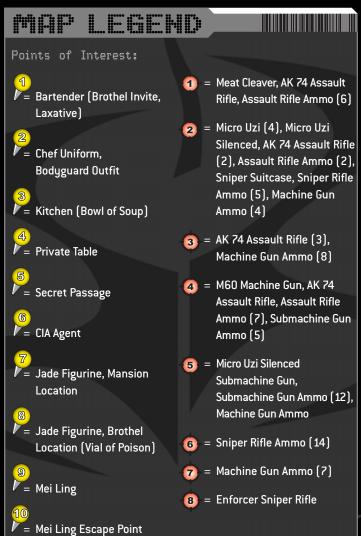
Pedestrian



Restaurant Chef



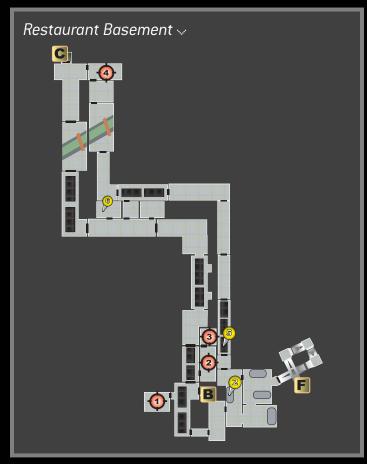
Restaurant Patron



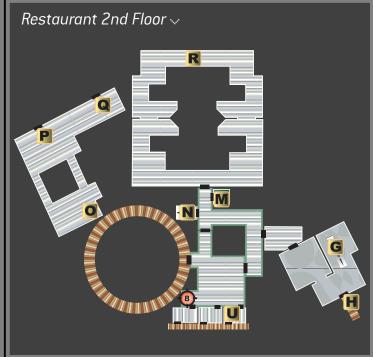


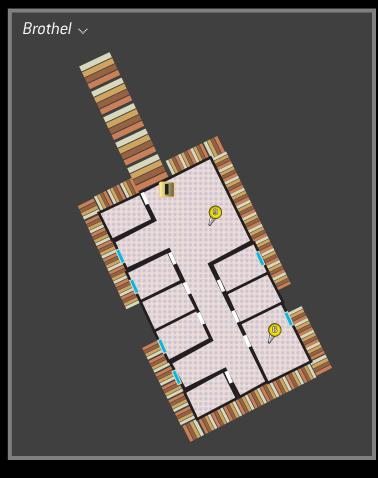
# Maps

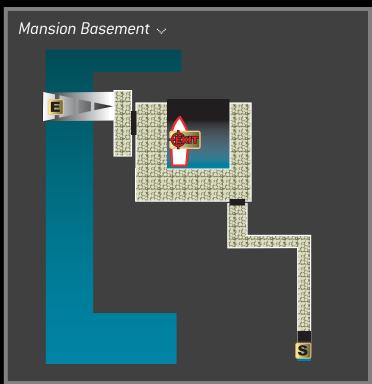


















# The Silent Assassin's Path



Sprint west down the street from the starting point. Bear right at the fork in the road.



Cross the street and run west along the sidewalk, heading toward the restaurant's front entrance.



Walk as you near the guarded front doors, then stroll into the restaurant.



stride to the west set of double doors to reach the lounge.

Approach the bar and speak to the bartender. He tells you that a CIA agent is locked up in the restaurant's basement. The bartender also hints that the new girl at the brothel might have more information. He leaves the Brothel Invite on the



countertop before hurrying off to use the restroom.



Collect the Brothel Invite, then step behind the bar. Nab the Laxative from the shelf on the wall, then backtrack out of the bar.



Stride across the restaurant's circular entry area and pass through one of the east double doors.



Enter one of the two restrooms through either doorway ahead. Cross the restroom and exit via its east door.



After exiting the restroom, make a sharp left and stroll down the hall. Enter the door to your left before you pass through the north set of double doors.



You come to a small storage room. Move around the pile of boxes ahead and step into the elevator behind them. Take the elevator to the restaurant's basement.



Remember how to set to this elevator; you use it several times during this mission.



Turn left and run south after you reach the basement. Enter the left door.

Enter the east door in the next small room to reach the laundry room. Two free disguises are on the floor: a chef's uniform and a bodyguard's suit. Change into the chef's uniform, then backtrack to the elevator.



## Assassinating Lee Hong



Ride the elevator up to the first floor. Exit the storage room and turn left. Stride north up the hall and pass through the double doors ahead. Enter the hall's northernmost set of doors (the ones on your right) to reach the kitchen, which is marked with a Point of Interest icon on the map.



Inside the kitchen, one of the chefs tells you to take a bowl of soup to Mr. Hong. Move to the small bowl of soup on the table near the chefs.



Taint the soup with the Laxative you found behind the bar earlier. Don't worry about the two chefs—they don't notice when you pour the Laxative into the soup.

Retrace your steps out of the kitchen. Pass through the double doors across the hall to reach a large dining area. Proceed to the private table to the west, where Lee Hong and his bodyguard, Zun, are seated.



Approach the large man in the red robe and set down the bowl of soup next to him. The man is Zun, and he always tastes Hong's meals to make sure they haven't been poisoned.





Zun takes a gulp of soup. He nods his head to indicate that the soup is free of poison, but the Laxative soon takes effect. Zun hurries off to the restroom, leaving you alone with your target.





Move behind the seated Lee Hong so that he cannot see you. Pull out your Fiber Wire and strangle Hong to death.

Drag Lee Hong's corpse to the west side of the table so that his body isn't discovered by Zun upon his return from the restroom. Grab the Safe Combination from Hong's body, then walk to the elevator you recently used.



## Locating the Jade Figurine



Return to the restaurant's basement. Turn right after exiting the elevator and pass through the north double doors.



Make a sharp right past the double doors and enter the door to the east.



The next room contains several weapons. Ignore them and pass through the room's east door, which is partially concealed by a hanging tarp.



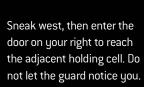
You come to a secret passage shown on our map. Sprint north up the long corridor.



Follow the corridor until you spot a side door to your left. Enter the door to come to a tiny holding cell.



The map shows the adjacent cell to the west as a Point of Interest. A guard stands in the hall outside your current cell, so crouch and silently exit through the south door.





The CIA agent is locked inside the holding cell. Free him and he tells you where to find the Jade Figurine.

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The Jade Figurine's location varies. It's always hidden inside a safe, but there are four safes in the level: One's in Lee Hong's office, one's at the brothel, another is in the resturant's basement, and one's on the resturant's second floor. After you talk to the CIA agent, a new Point of Interest appears on the in-game map to indicate the location of the Jade Figurine.

## Lee Hong's Mansion

Follow the steps outlined here to get the Jade Figurine if it's at Lee Hong's mansion.



Sneak out of the holding cell and behind the hallway guard. Use your Syringe to knock out the guard, then steal his clothing to disguise yourself.



Enter the nearby holding cell and pass through to return to the secret passage. Turn left and continue down the corridor.



Walk past the guard in the secret passage. Cross the sewage in the area beyond the guard using the narrow plank of wood.



You come to another weapons room with the powerful M60 machine gun. The M60 is the only machine gun in the game, and this room is the only spot where it appears.



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Resist the urse to srab the MGO-your cover will be blown by the first suard you encounter if you take it. Collect the weapon by replaying the mission later.



Exit the room through the west door and you come to another elevator. Step inside and ride up to the first floor of Lee Hong's mansion.

Walk northwest out of the elevator, heading for the guarded double doors. Pass through the double doors and into the next room.



Nearby stairs lead down to the mansion's basement. Stride past them, turn left, and walk down the short hallway.





Turn left at the end of the hallway and head upstairs to the mansion's second floor, to Lee Hong's office.





Move to the Point of Interest on this floor—Lee Hong's office safe. Open the safe and collect the Jade Figurine.



To escape, retrace your steps to the first floor.
Head down the stairs to the mansion's basement.

Enter the door at the bottom of the stairs to reach the basement. Approach the speedboat in front of you to finish the mission with a Silent Assassin rating and to unlock the Micro Uzi Silenced Dual submachine guns.



### **Brothel**

Follow these steps to get the Jade Figurine if it's at the brothel.



Backtrack along the secret passage and return to the area of the basement where you found the chef's disguise. There's a bodyguard outfit in the same room. Change into the disguise.

After changing outfits, stride east and head up the long staircase to reach the restaurant's first floor.



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A suard occasionally patrols the staircase. Keep your distance to maintain your cover.



Walk up the following staircase to reach the restaurant's second floor.



Walk to the left, around the stack of boxes, to keep distance between yourself and the bodyguard at the top of the steps. Exit the restaurant through the south set of double doors.



Outside, you stand on an elevated bridge connecting the restaurant to the brothel. Cross the bridge and walk into the brothel.



The Brothel Invite allows you to access the brothel while wearing your normal attire. (You don't need this item if you enter the establishment incognito.) After leaving the restaurant's barroom, turn left and speak to the pair of bodyguards near the north door. One of them leads you to the brothel after you show the Brothel Invite.



Go south until you notice a short hallway on your right. Walk down the hall and exit the brothel through the door at the other end.



You come to the brothel's wooden balcony. Turn left and sprint along the balcony. Enter the door on the opposite side.



A large safe is inside this small room. Open the safe and collect the Jade Figurine.

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The Vial of Poison that rests atop the safe can be used to taint Lee Hong's soup. Please refer to the "Optional Tactics" section below.

To escape, return to the brothel's balcony and retrace your steps to the restaurant's first floor.





Turn left and exit the restaurant through the east double doors.

Your path to the exit point is clear once you're out of the restaurant. Run east down the street toward the nearby exit point to finish the mission with a Silent Assassin rating and unlock the Micro Uzi Silenced Dual submachine guns.



You luck out if the Jade Figurine is inside one of the restaurant's safes. Retrace your steps if it's in the basement and collect the Jade Figurine from the small room on your way out.

If it's on the restaurant's second floor, backtrack to the basement's elevator, ride up to the second floor, nab the Jade Figurine, then proceed to the nearest exit point.

## **Optional Tactics**

This mission offers a couple of interesting optional tactics: Poison Lee Hong's soup and rescue the girl at the brothel.

## Poisoning the Soup

Poisoning Lee Hong's soup is one of your optional tactics. However, you can't earn the Silent Assassin rating with this approach.



Enter the restaurant's basement and change into the free bodyguard outfit.





Head to the brothel and into the room where the Jade Figurine is sometimes found. Collect the Vial of Poison from atop the safe and return to the restaurant's basement. (Do not open the safe!)



Change into the free chef's uniform, then take the elevator up to the kitchen on the first floor.

Poison the bowl of soup in the kitchen, then bring it to Lee Hong's private table. Serve the tainted soup to his bodyguard, Zun.





Zun is killed by the poisoned soup and drops to the floor, firing wildly at you with his pistol. Lee Hong bolts out of the restaurant to hide in his office on the second floor of his mansion.



This tactic is not advised because your cover is blown by the sound of Zun's gunshots. You must now battle through the remainder of the mission.

## The Girl at the Brothel

Rescuing the girl at the brothel is your other optional tactic. However, achieving the Silent Assassin rating is difficult if you rescue the girl.



Enter the brothel under the guise of a bodyguard. Talk to the girl in the purple dress, then follow the girl into one of the private rooms.



The girl begs you to help her—she's being forced to work at the brothel against her will. You agree to help her escape in exchange for the combination to the safe that contains Lee Hong's Jade Figurine.

The Safe Combination also can be found on Lee Hong's body.

Exit the room through the back door to reach the brothel's balcony. Turn left and run along the balcony until you come to a gap.





Jump across the gap in the balcony. Turn around and wait for the girl to jump across. She doesn't quite make it, so stand near the railing to pull her up.



The sirl will fall if you don't pull her onto the balcony-without siving you the Safe Combination.



Run along the balcony until you approach the brothel's main entrance. The nearby guards attack you if they see you with the girl. Sneak across the elevated bridge, hugging the right side to avoid detection.

Enter the double doors on the opposite side of the bridge to return to the restaurant's second floor. Sneak around the boxes to the left.



Sneak up behind the nearby guard and use your Syringe to knock him out.



Crouch near the stairs to the first floor and wait for the patrolling guard below to head downstairs toward the basement.

Sneak downstairs to the first floor after the guard has moved to the basement. Exit the restaurant through the west double doors.



Outside, run toward the double doors to the west. The girl thanks you for saving her. She gives you the Safe Combination and a peck on the cheek, then hurries away.





That was very noble of you. However, there's an easier way to get the Safe Combination from the girl—kill her and pick it up. It's not as heroic as a daring rescue, but after all, you are a Hitman.... If you kill her, you still have to sneak out of the brothel, because the Madam is watching the door to her room to make sure you pay for services rendered.



# **MISSION 12: HUNTER AND HUNTED**

Hunter and Hunted takes place at a derelict hotel in Paris. A large squad of police has tracked down and pinpointed you, and you must make a daring escape against all odds. With so much going against you, getting out of Paris alive is an impossible feat—unless your codename is Agent 47.

Inspector Albert Fournier is heading up the strike force against you. He has a personal vendetta against you, and you must kill him. While the inspector is your only target, getting at him won't be easy.

## Mission Objectives

- >>> Assassinate Inspector Albert Fournier
- >>> Escape to DeGaulle Airport

## Mission Information

Hunter and Hunted is the game's final mission—Agent 47's last daring escape. You begin the mission trapped on the third floor of a seedy hotel in Paris, surrounded by scores of police officers who have orders from Inspector Fournier to shoot you on sight. SWAT teams are moving to storm the building, so you've got to get out of there—and fast.

The power switch on the third floor controls the lights, and cutting the power is your best hope of escaping the hotel unseen. However, your first priority is to escape your tear gas—filled room undetected. Don't waste time collecting weapons from your room—get out of there!

## **Target**



Inspector Albert Fournier

## **Enemies**



**Police** 



SWAT Police

## Civilians



Innocent Bystanders

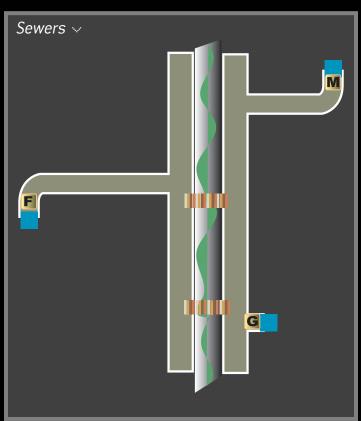


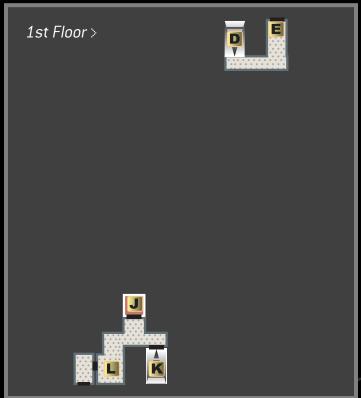
**Paramedic** 



# Maps













# The Silent Assassin's Path



Getting out of your tear gas—filled room is your first priority. You must not be seen, and SWAT teams take position in the halls outside your room, so don't waste time collecting weapons.



Bolt through the door and sprint north up the hallway, heading for the door to the room across the hall.

Open the door and charge into the room before the SWAT team appears at the hall's north end and catches sight of you. (You want the police to think you're hiding inside your room. This buys you enough time to escape the hotel.)





Restart the mission if you're spotted by the police in the hall-earning the Silent Assassin rating is more difficult when the police Know



you escaped from your hotel room.

Don't close the door behind you. Cut across the room and jump from the balcony to reach a nearby building's roof.

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You haven't escaped the hotel yet. Run south, then west across the roof, following the building's edge.



Jump to the open window from the roof's southwest corner and climb into another room on the hotel's third floor.

If you're playing on Normal or Expert difficulty, bring up the in-game map to see a SWAT team positioned in the hallway outside your room. (If you're playing on Professional difficulty, you have to take our word that they're there.) The police face away from your current



room, and you have enough space to sneak out through the room's door.



Open the door without making a sound and sneak to the end of the hall, where a power switch is located. Activate the power switch to shut off the third floor's lights.

The lights cut out and it becomes almost impossible to see anything. The police officers turn to look about, but it's so dark they can't even see their own weapons.





Take advantage of the darkness by sneaking down the nearby stairs to reach the second floor. None of the SWAT police can see you while the lights are out, so you can sneak past them. Do not bump into anyone or make any sound.





To help you move through the darkness, turn up your TV's brightness rather than don the Night Vision Goggles—the goggles restrict your field of vision.

## A Proper Disguise



You reach the second floor before the SWAT team can turn on the lights. Sneak as you move east down the second floor's hall.



Round the corner and notice the police officer standing farther down the hall with his back exposed. Sneak up behind the officer and knock him out with your Syringe.

Step to the door the police officer was standing near and pick its lock. Drag the policeman into the room after you open the door.





## 

Be quick about knocking out the police officer, picking the lock, and entering the room. A SWAT team is about to begin storming each room on the second floor, starting from the hall's north end.



A junkie has overdosed in this room and is dead on his bed. Change into the police officer's uniform and pick up the Silverballer Silenced pistol from the floor near the junkie.

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You can collect the Junkie's Syringe if you like, but you don't need to.

Tuck away the handgun and walk out of the room in your new guise. Walk north up the hall and proceed down the steps ahead to reach the hotel's first floor.





There's nothing to do on the hotel's first floor, so proceed through the halls until you reach a door that leads outside.



Pass through the door and make a sharp left. Take your next left and stride south down the long alley.

## 



A police officer patrols these alleys. Avoid close contact with him to maintain your cover.



Turn right at the end of the alley and notice the sewer opening in the ground ahead. Make sure nobody's looking, then climb down the ladder to reach the sewers.

## **Assassinating Inspector Fournier**



It's time to let Inspector
Fournier know who he's
messing with. Navigate the
sewer tunnels, heading for
the south-most ladder. Climb
up the south-most ladder to
return to the surface.

You're close to your target. Pass through the gap in the wooden fence to the south, then turn right and follow the sidewalk until you come to an alley on your right.



## **MISSION 12: HUNTER AND HUNTED**



Stroll into the alley and walk east until you reach its opposite end. Then turn right and take a few steps south down the next alley.



Inspector Fournier crouches behind some of his men in the street to the south. His back is toward you, and none of his men can see you when you're standing in the alley as shown here.



Pull out the Silverballer Silenced pistol and take careful aim at the back of Inspector Fournier's head. Kill him with one clean headshot, then hide your pistol.



The nearby police officers see the inspector's head explode and begin searching the immediate area for you. Turn and walk north up the alley, heading for the nearby exit point.



You can walk past the police officers who guard the exit point and complete the mission without blowing your cover as long as they don't get a close look at you.

Great performance you've handled the situation like a

professional and have overcome impossible odds to capture the Silent Assassin rating from the final mission. Your hard work has earned you the state-of-the-art PGM Silenced Sniper Rifle. Well done, 47.

## **Optional Tactics**

After you kill Inspector Fournier, nearby police officers occasionally attack you. (Your disguise sometimes fails because the police uniform doesn't feature a mask to conceal your face.) You can avoid this and make your escape easier by dressing as the paramedic.



Rather than entering the sewers after you escape the hotel, continue west down the alley ahead.



Take your next left to enter another alley. You can see the paramedic standing at its opposite end.

Sneak down the alley and get close to the paramedic. Use a Syringe to knock him out, then steal his clothing to disguise yourself. Also collect his PM Key—this item allows you to escape in the ambulance at the town's north end later.



Knocking out the paramedic and maintaining your cover isn't easy, because he stands sideways at the end of the alley and police and bystanders surround him. However, your later escape is made less difficult if you're skilled enough to steal his outfit undetected.

Assassinate Inspector
Fournier as described in
the original strategy, then
make your way to the
north exit point. Escape in
the ambulance to end the
mission with a Silent
Assassin rating.





# **SECRETS**

Hitman: Contracts contains a number of cool secrets and hidden items for you to check out and collect. This section exposes every secret in the game.

## Silent Assassin Weapons

These are the hidden weapons you unlock from each mission by achieving the Silent Assassin rating:

- >>> Mission 1: CZ 2000 Dual Pistols
- >>> Mission 2: Micro Uzi Dual Submachine Guns
- >>> Mission 3: Silverballer Silenced Dual Pistols
- >>> Mission 4: Magnum 500 Dual Pistols
- >>> Mission 5: Sawed-Off Shotgun Dual
- >>> Mission 6: M4 Carbine Silenced Assault Rifle
- >>> Mission 7: SG220 .S Dual Pistols
- >>> Mission 8: MP5 Silenced Submachine Gun
- >>> Mission 9: AK 74 Silenced Assault Rifle
- >>> Mission 10: GK 17 Dual Pistols
- >>> Mission 11: Micro Uzi Silenced Dual Submachine Guns
- >>> Mission 12: PGM Silenced Sniper Rifle

## Obtaining the Mini Gun



The almighty Mini Gun only appears in the basement of the sanitarium in Mission 1: Asylum Aftermath. One of the patients in the basement carries the Mini Gun, but he's locked away behind a door you cannot open at first.



A special key opens the locked door. The item is called Orthmeyer's Keycard, and it's on Lee Hong's desk in his office on the second floor of his mansion. (The keycard appears only during Mission 9: The Wang Fou Incident.)

Collect Orthmeyer's Keycard and finish the mission. Save your progress and then quit to the main menu. Replay the first mission to unlock the basement door. (The door is in the map's north section. Turn right in the tiny room with the red flashing sensor on the ceiling, and pass through the west door.)



Knock out or kill the wandering patient, then pick up the Mini Gun. Your movements are mired while carrying this weapon, but it's absolutely lethal and comes fully loaded with 1,000 rounds of ammunition. Cut a path to the exit point and complete the mission with the Mini Gun on your person



to unlock the weapon and store it in your Weapons Cache.

## Returning to Life



You enter the black-and-white death sequence when your Health Bar is reduced to zero. You have only a few seconds of life left before you collapse to the ground, but there's a sneaky way to evade your impending demise.

You return to life if you manage to score four consecutive headshots on four different enemies during the death sequence. Your Health Bar is replenished by only a small margin when you return to life like this, so quickly move out of harm's way.



## Open All Levels Cheat

Enter the following codes at the main menu to unlock every mission in the game.

>>> XBOX: 🗞, 🔇, 😉, 🔾, 🖒, 🕒, 🕒

>>> PS2: X, ▲, ●, �,�, �, L2, R2